

Figure 1

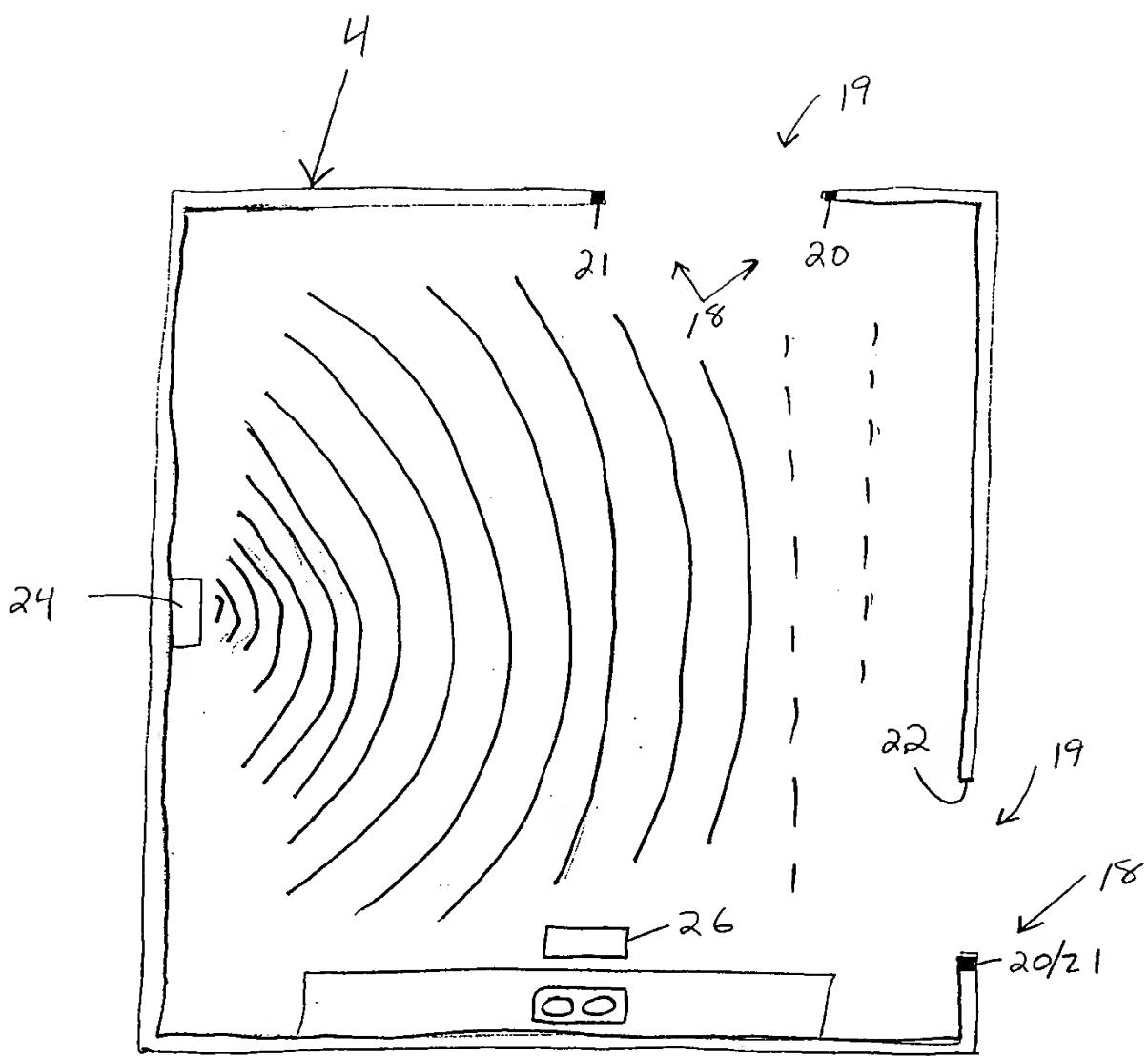


Fig 2

Figure 3A

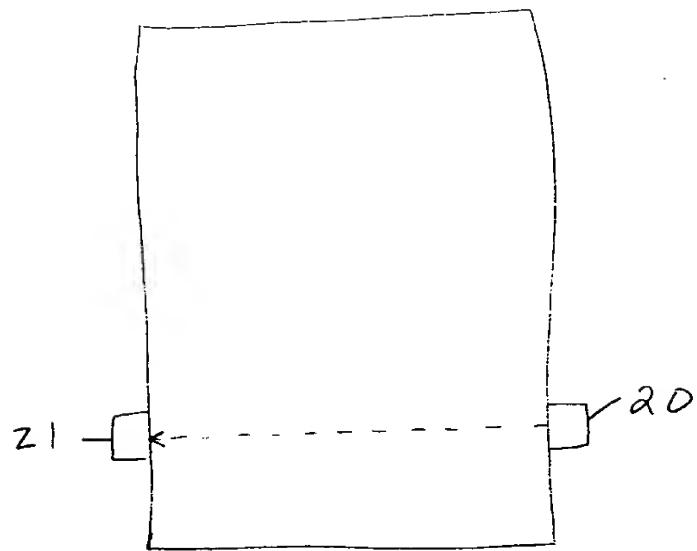


Figure 3A

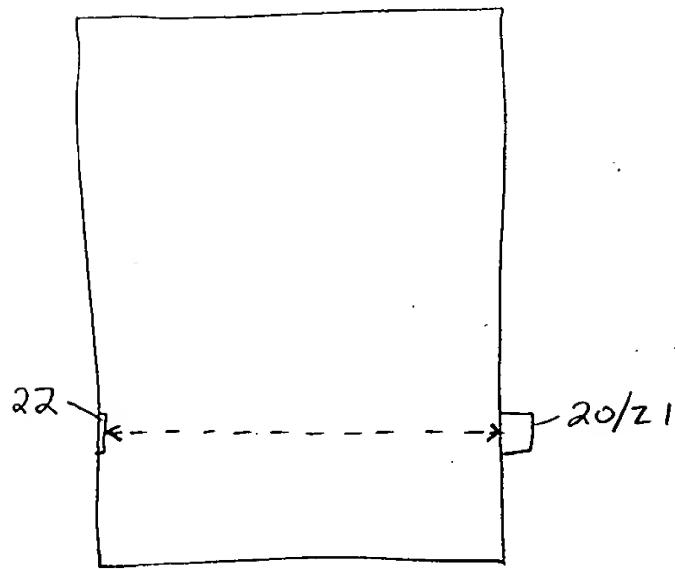


Figure 3B

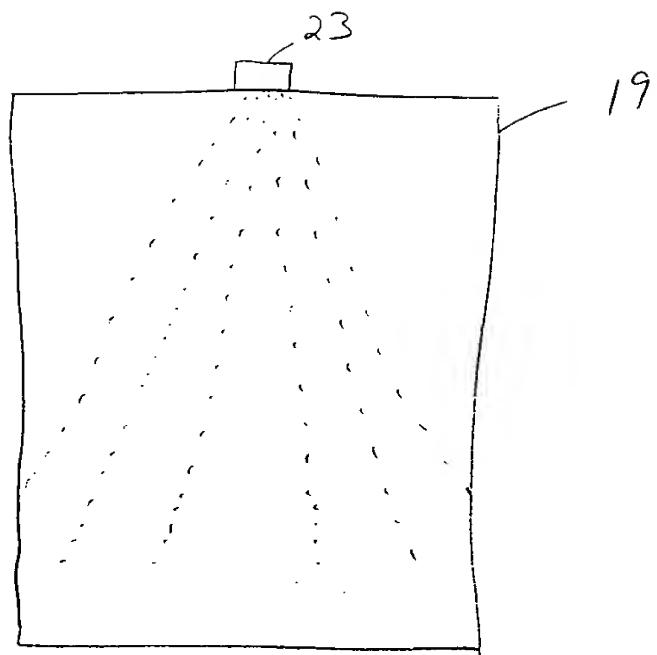


Fig 3D

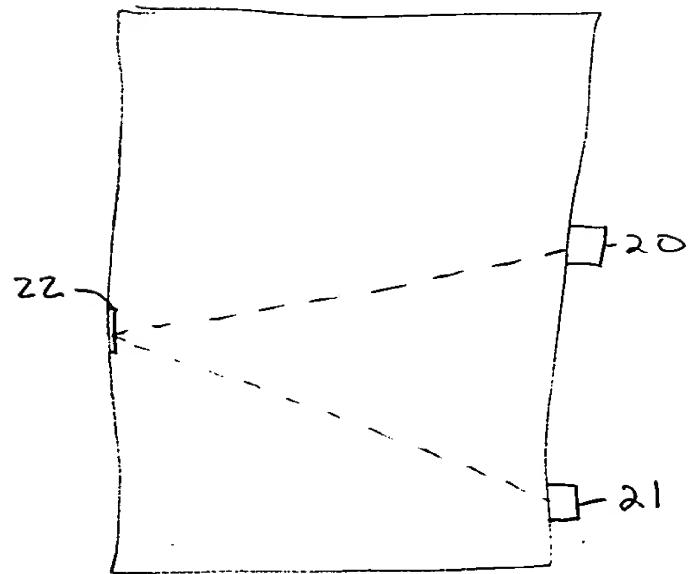


Fig 3C

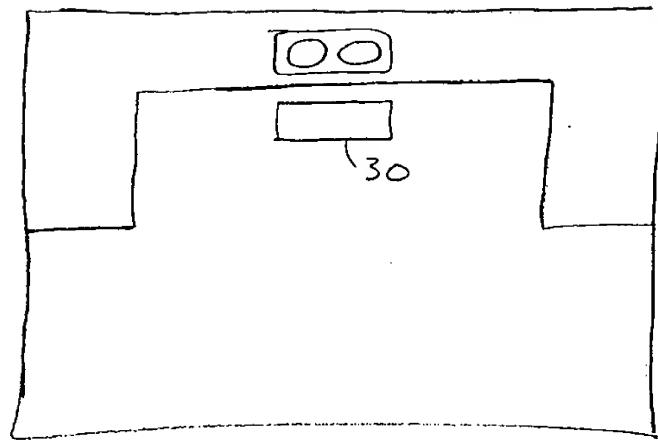


Fig 4A

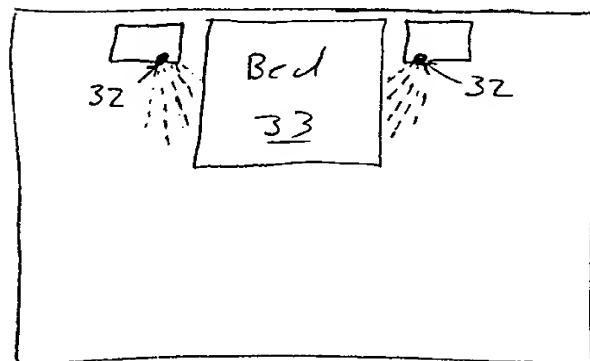


Fig 4B

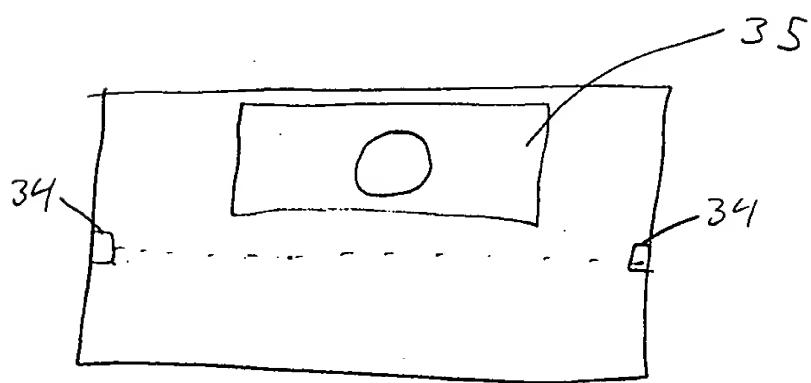


Fig 4C

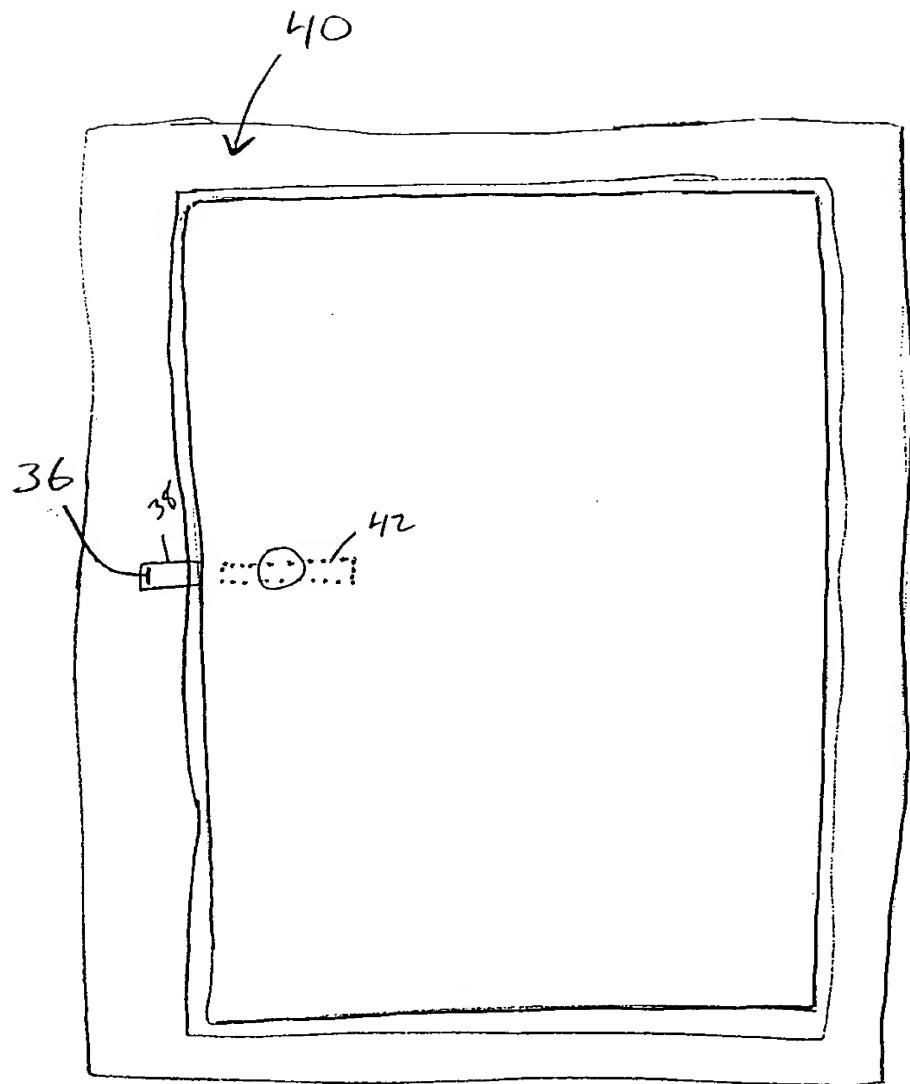


Fig 5

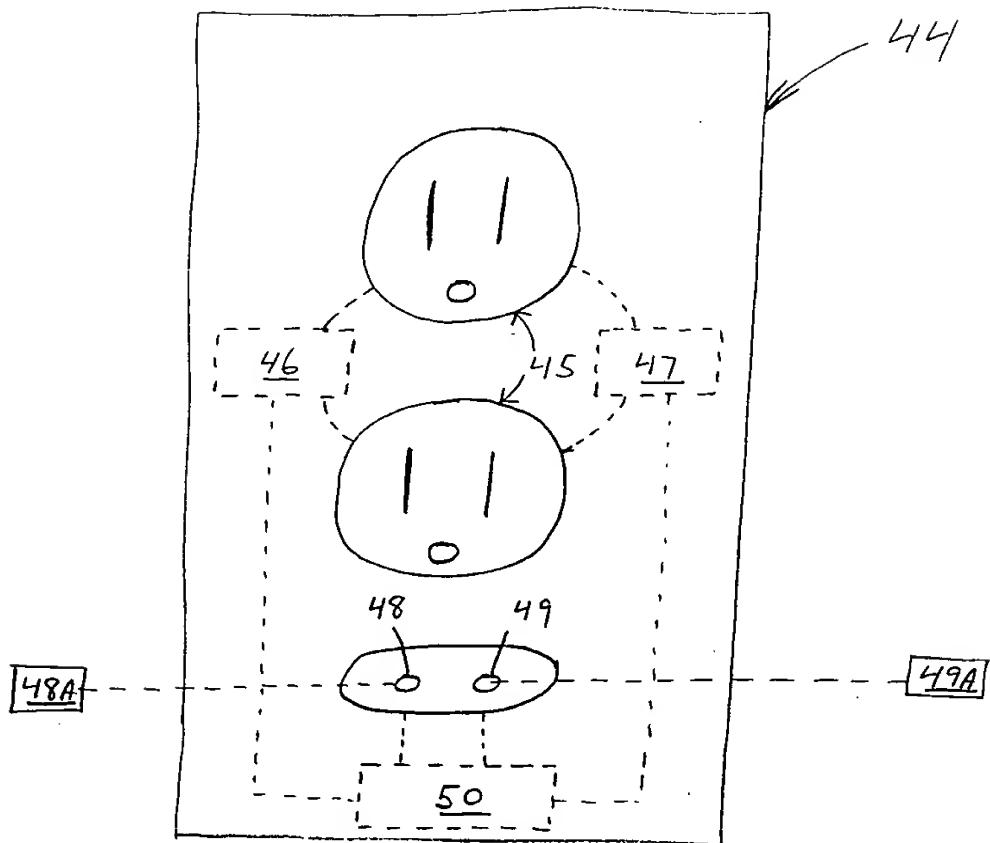


Fig 6A

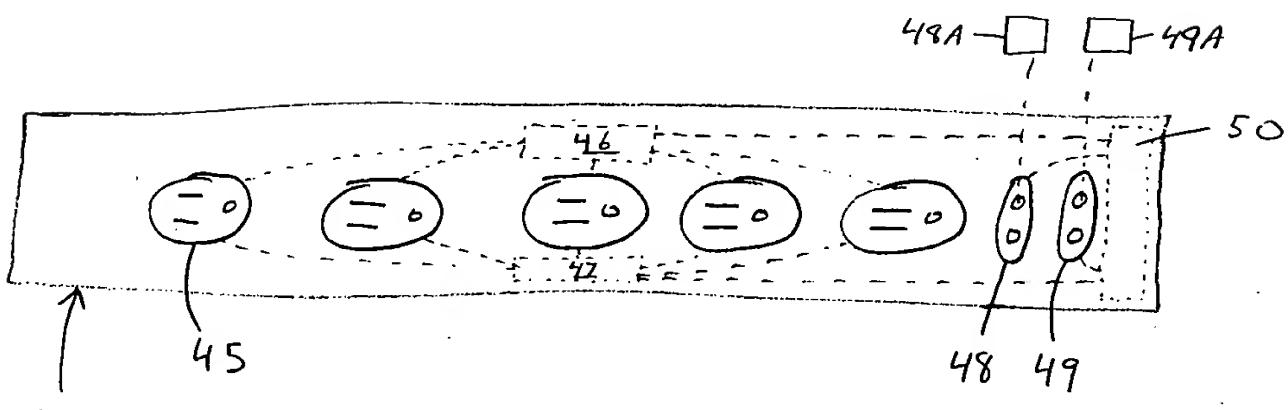


Fig 6B

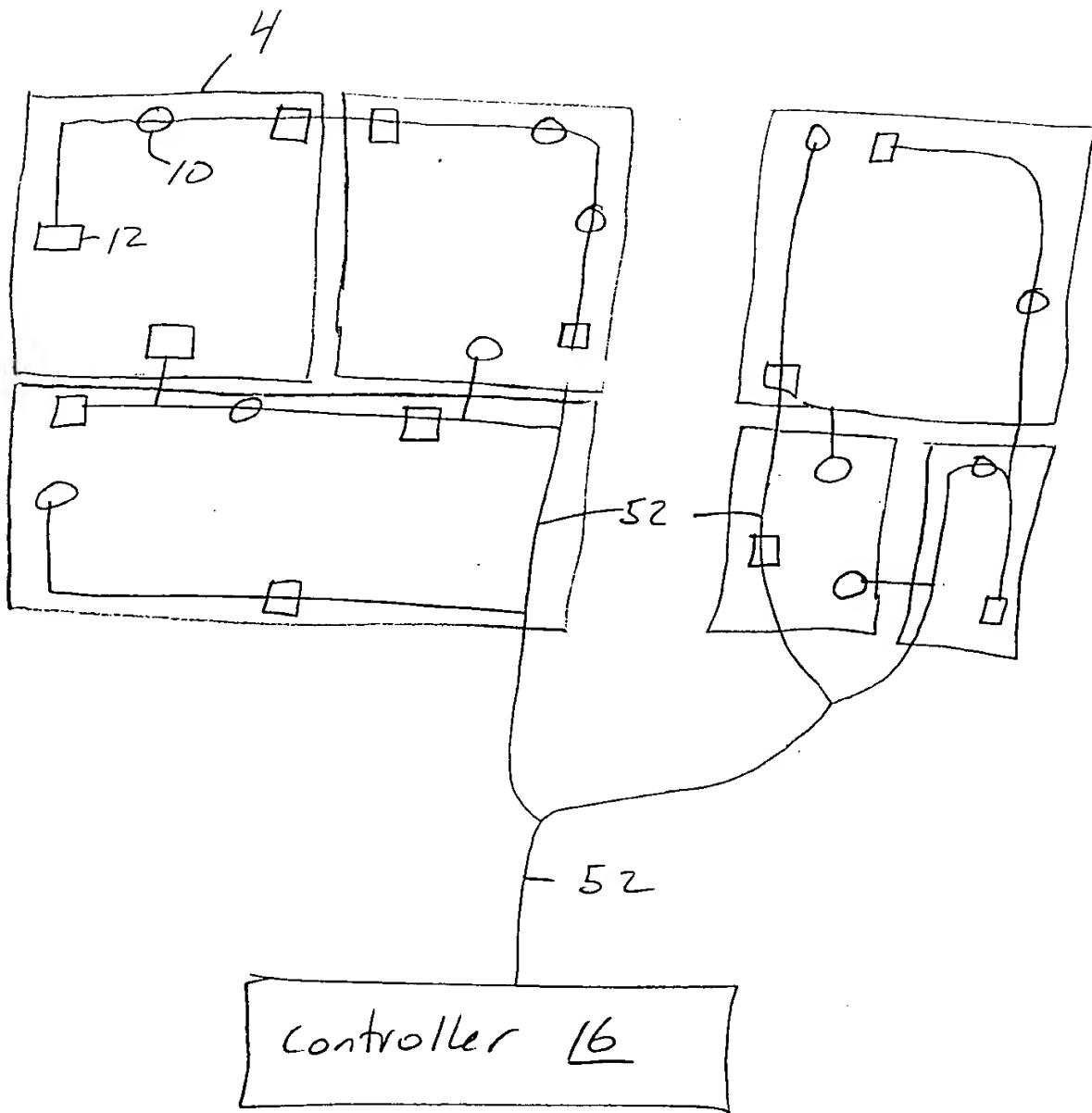


Fig 7A

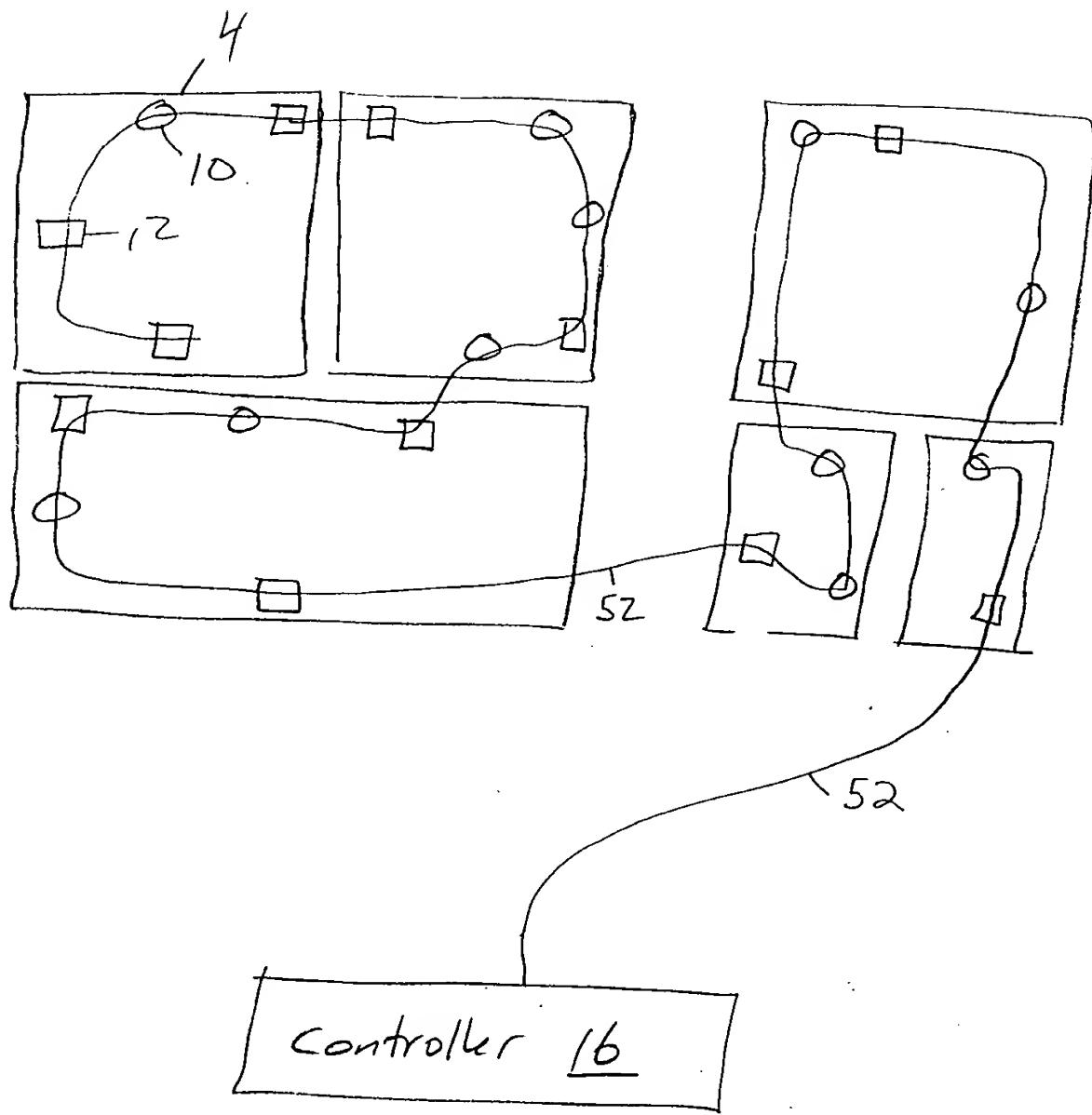


Fig 7B

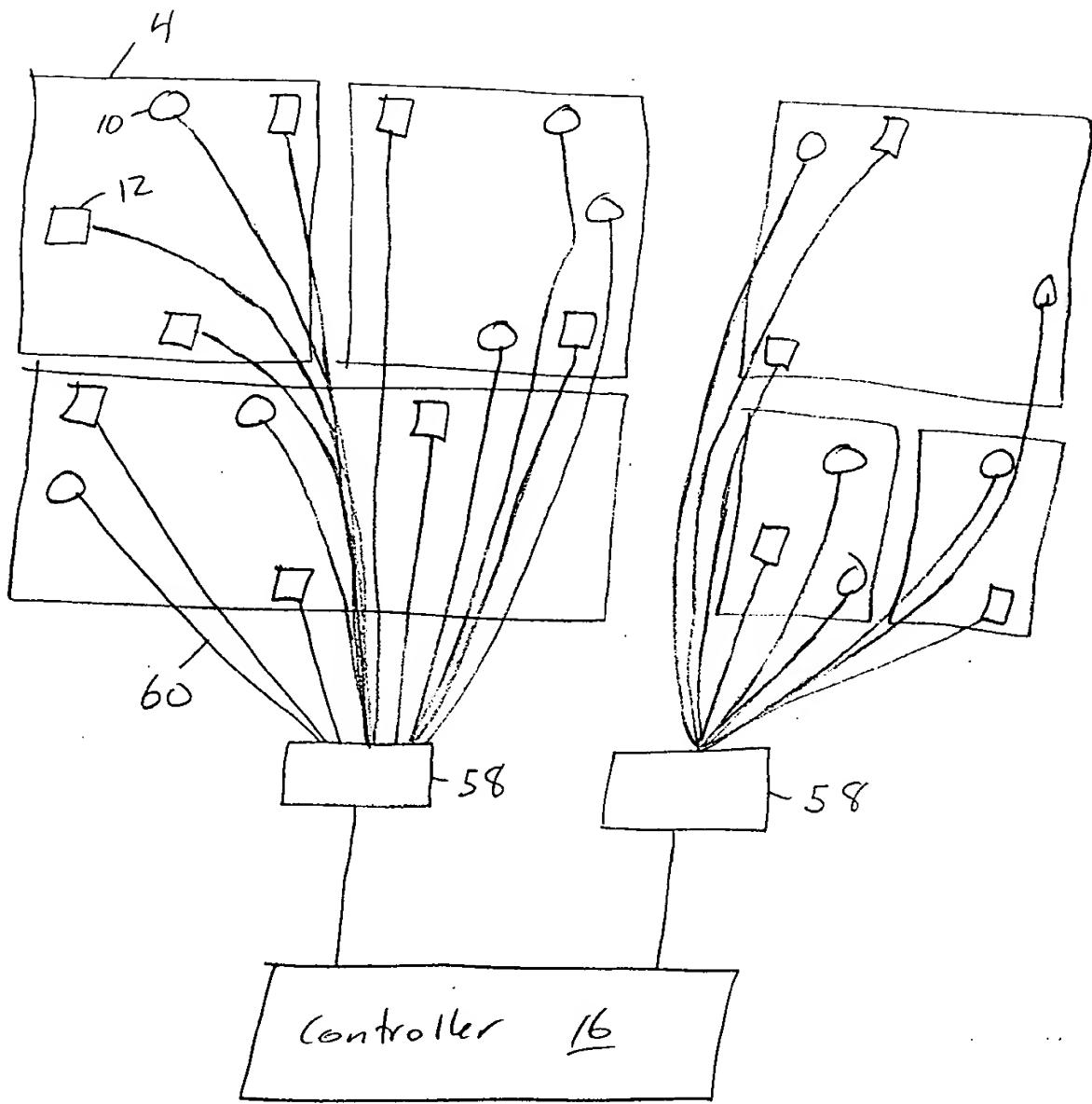


Fig 7C

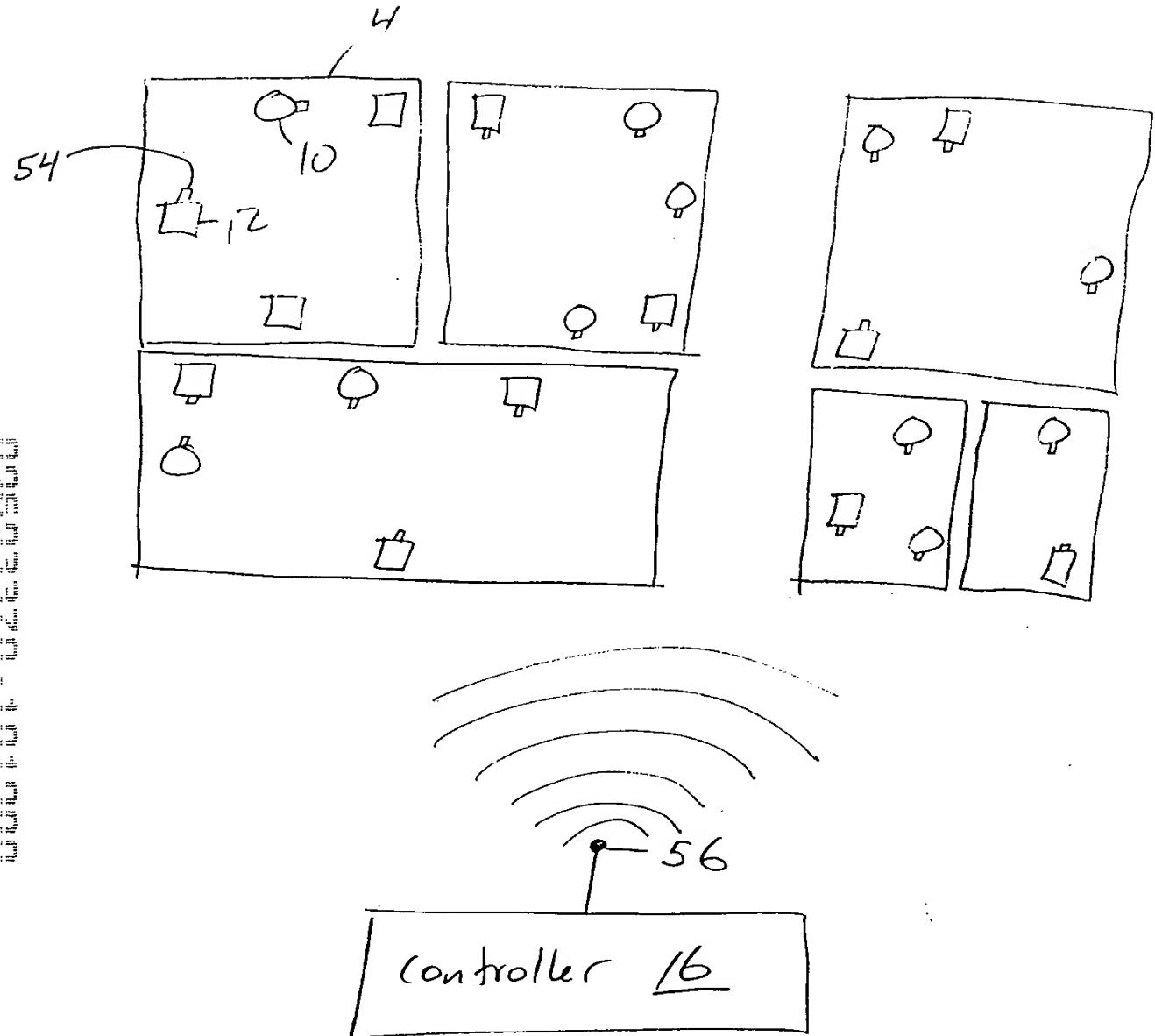


Fig 7D

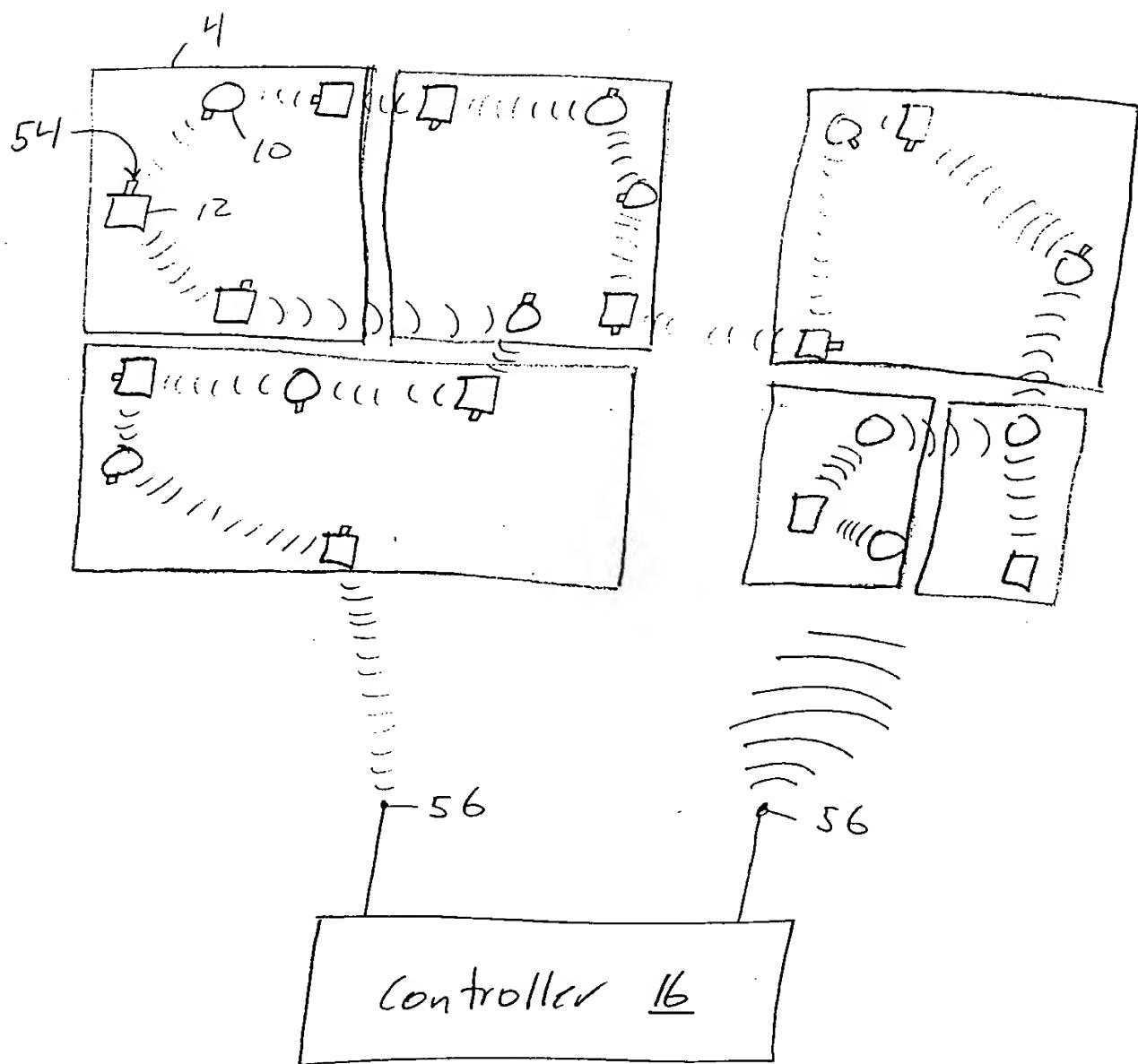


Fig 7E

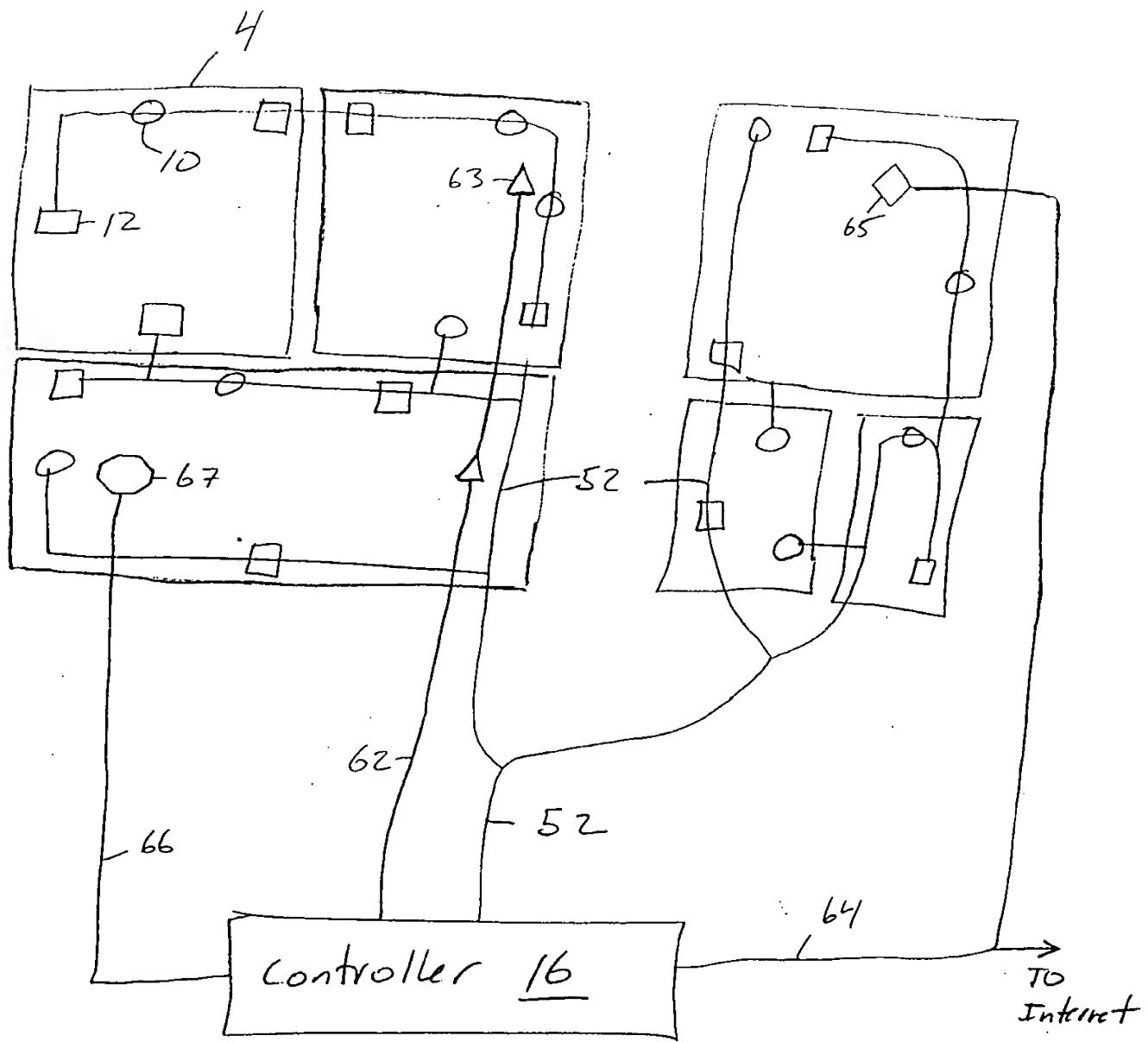


Fig 7F

Room States

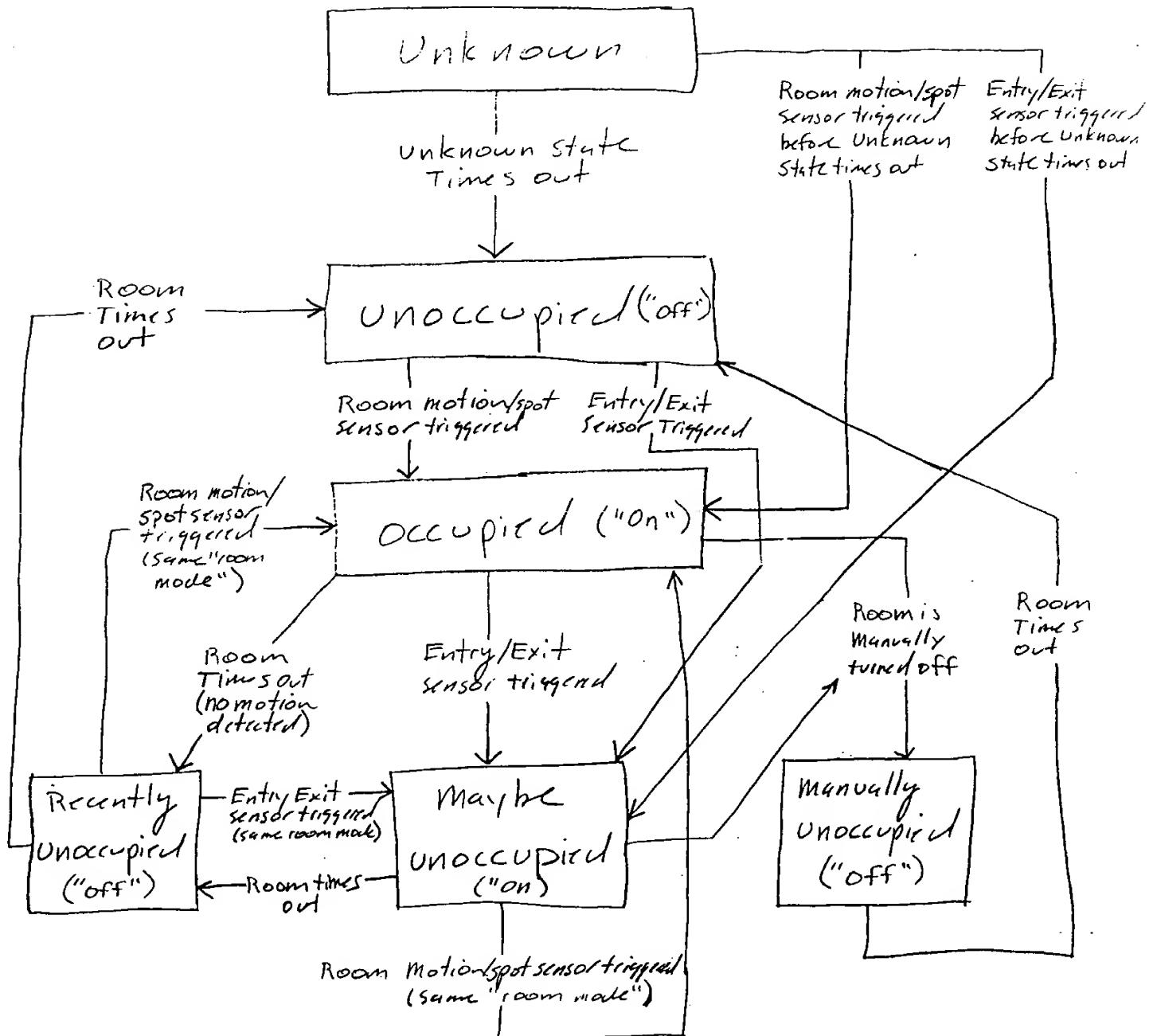


Fig. 8

Fig. 9

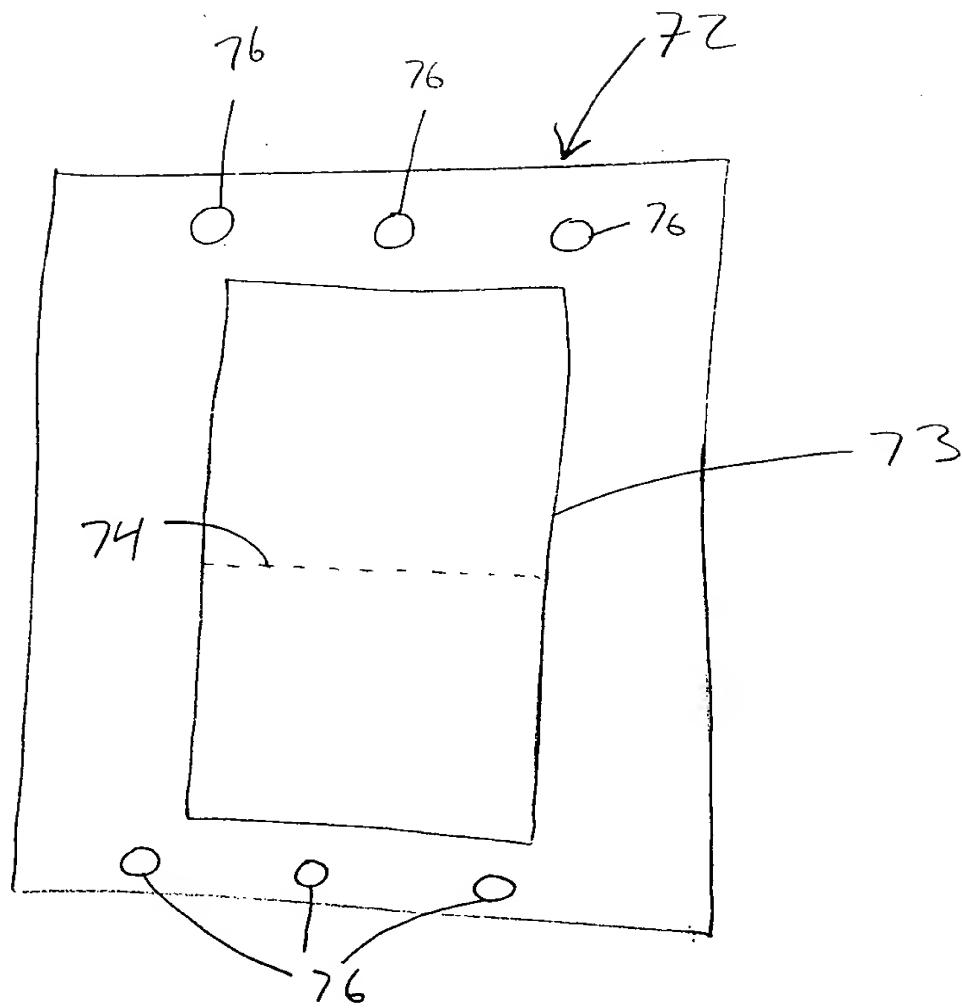


Fig. 9

Figure 10

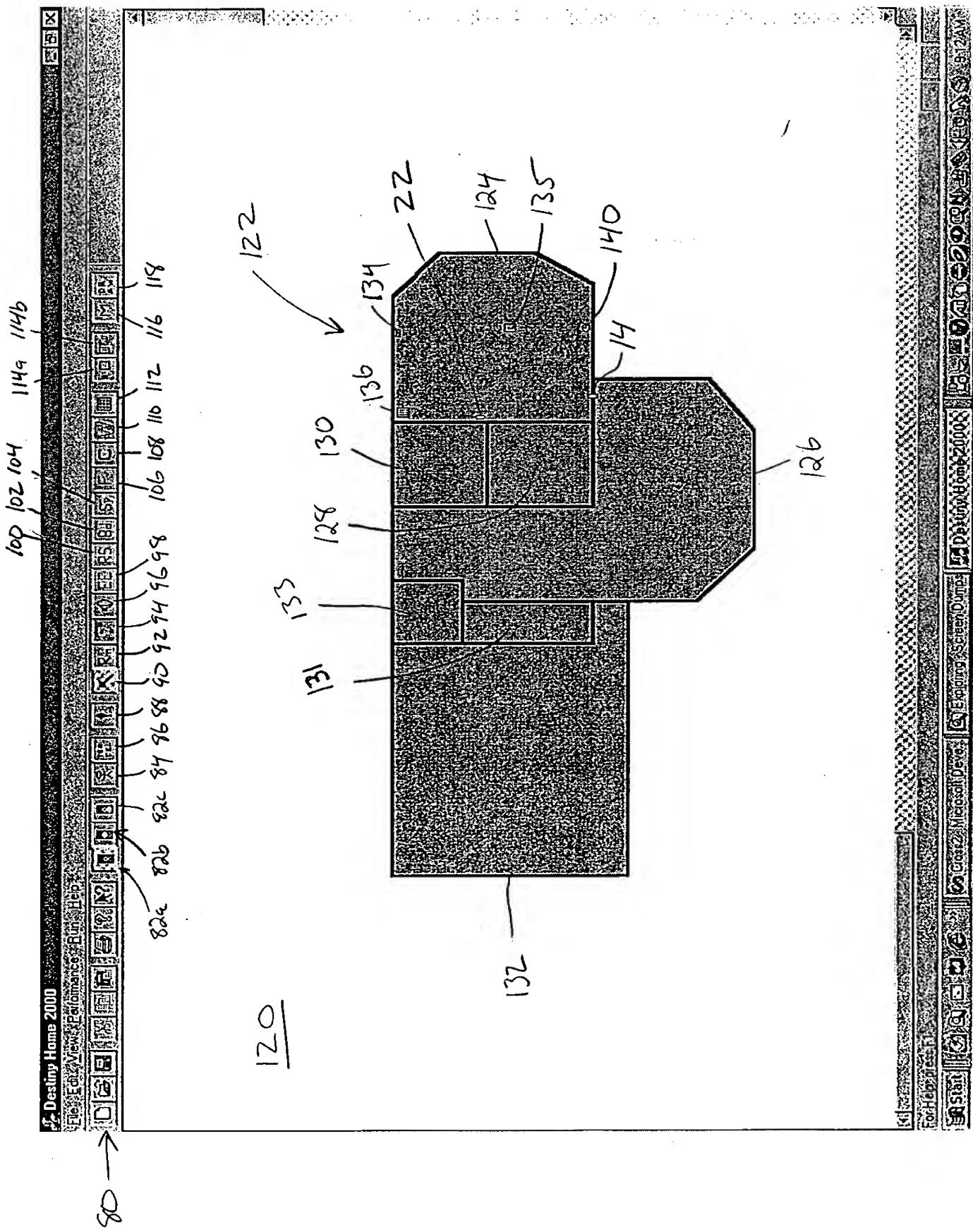


Figure 1A

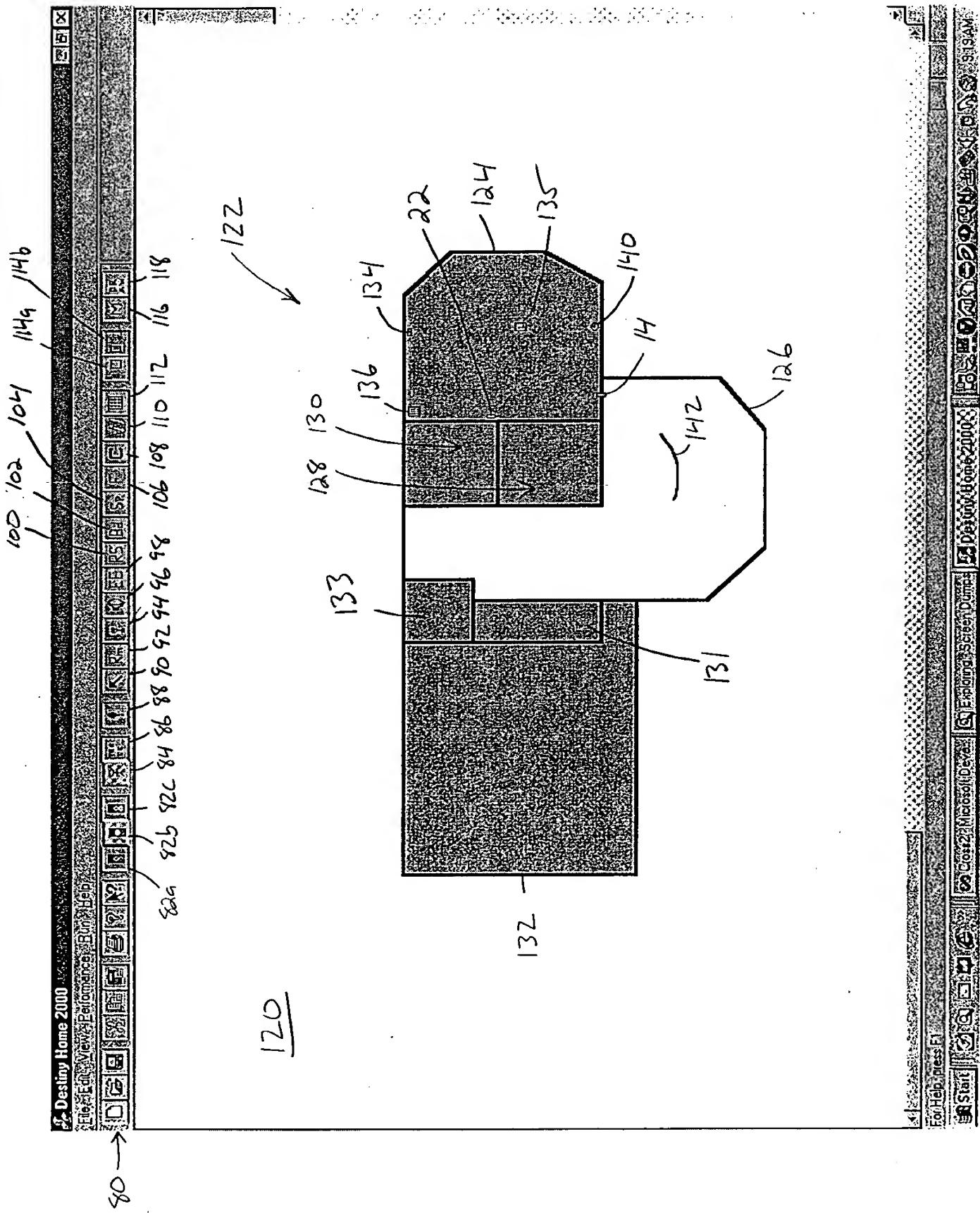


Figure 11B

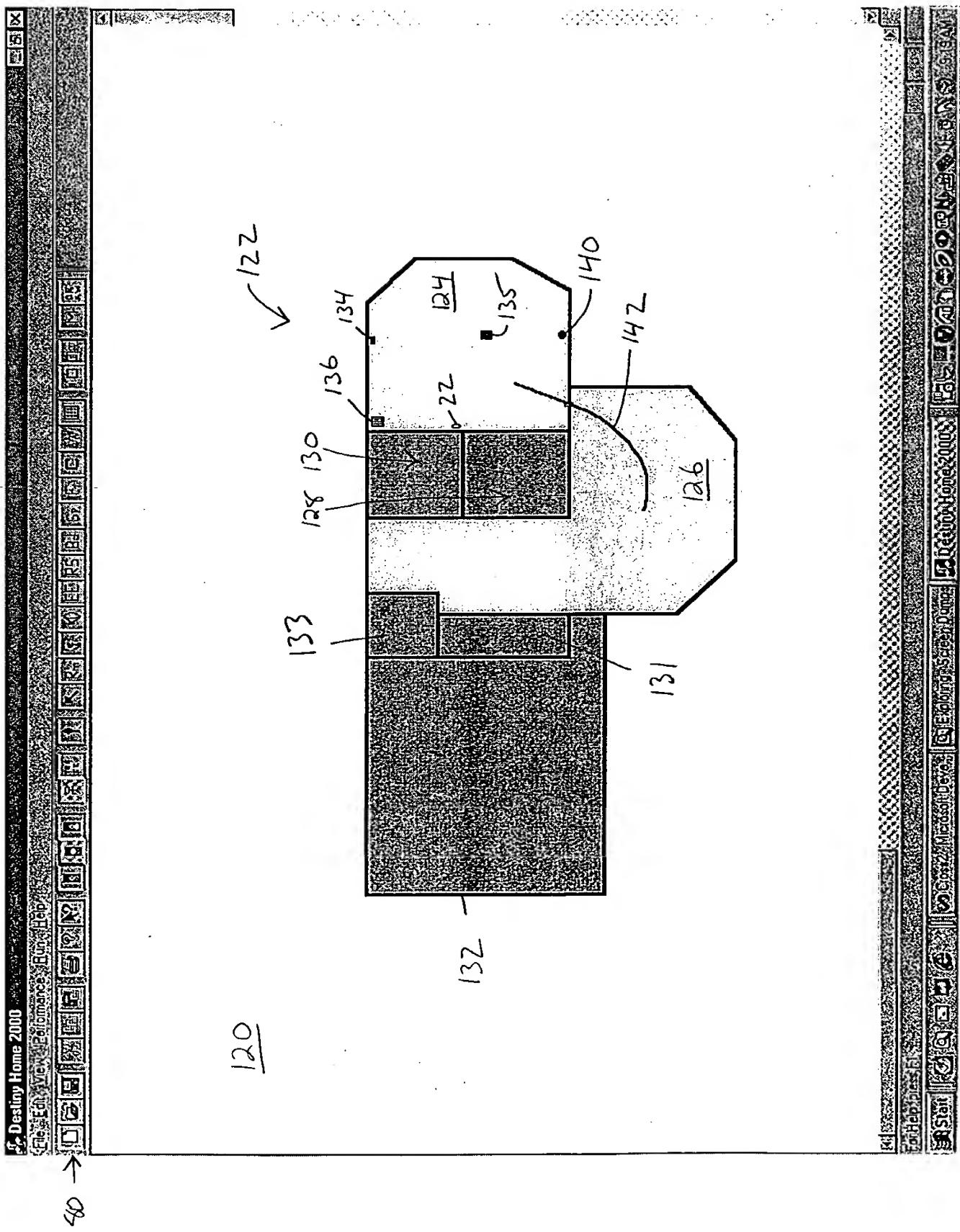
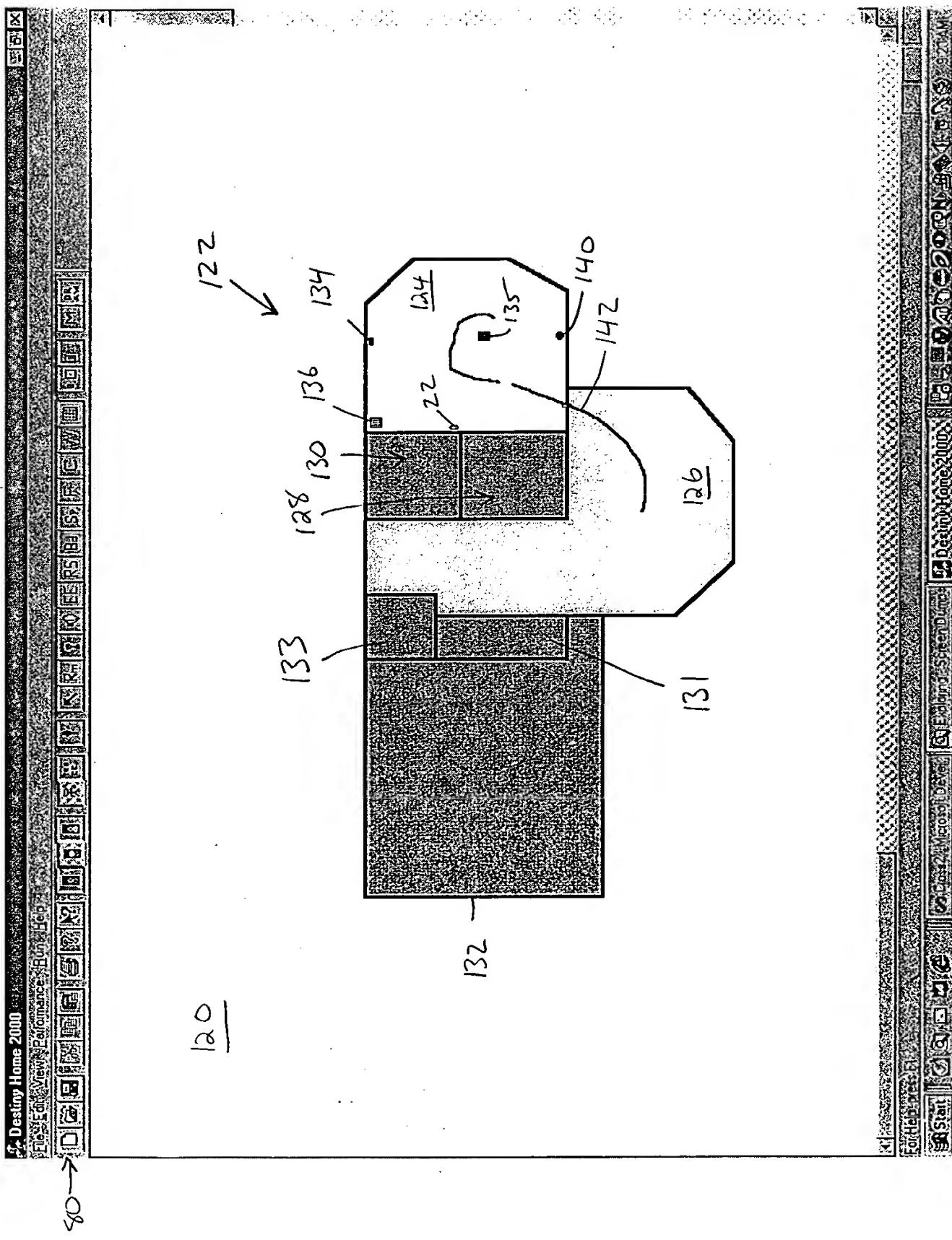
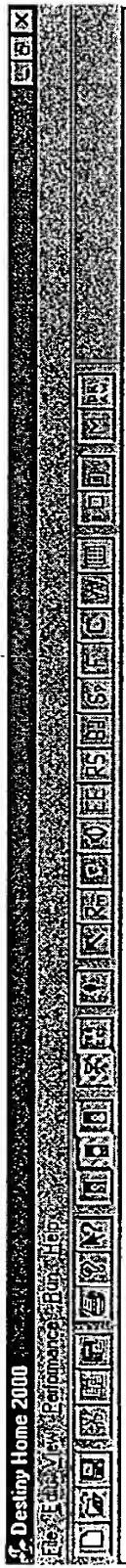


Fig. 1121





120
122

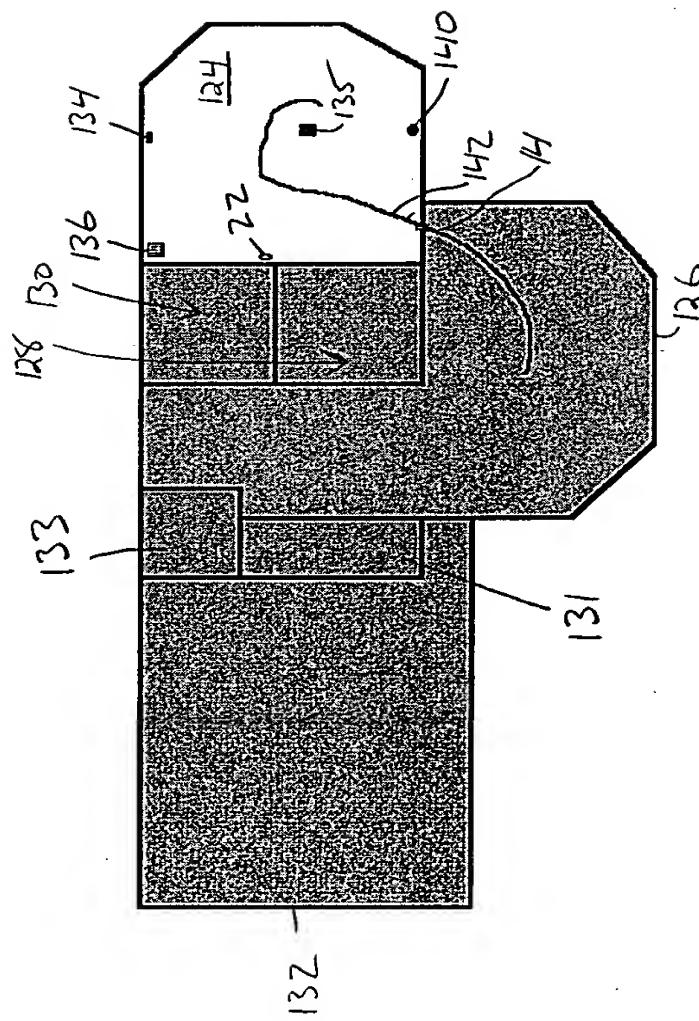
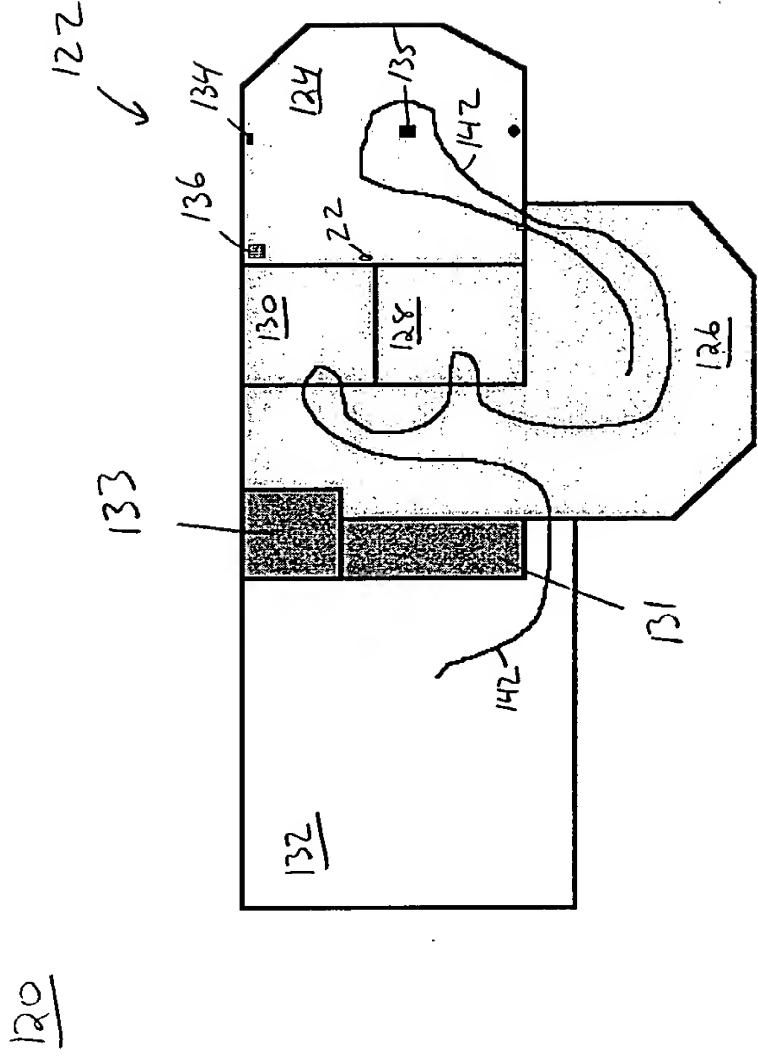


Fig. 17 D

For Help	East 2 Microsites	Destiny Home 2000	Destiny Home 2000
East 2	Destiny	Destiny Home 2000	Destiny Home 2000

Figure 11 E



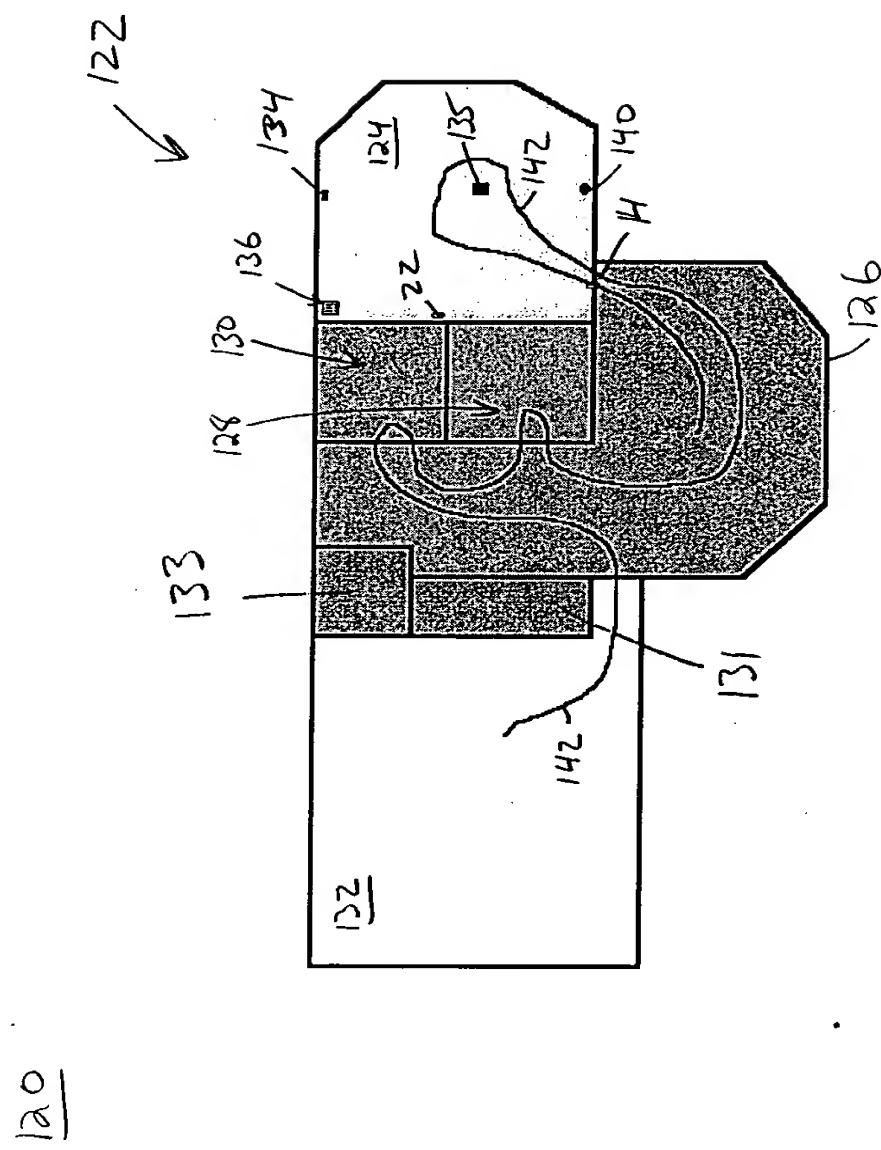
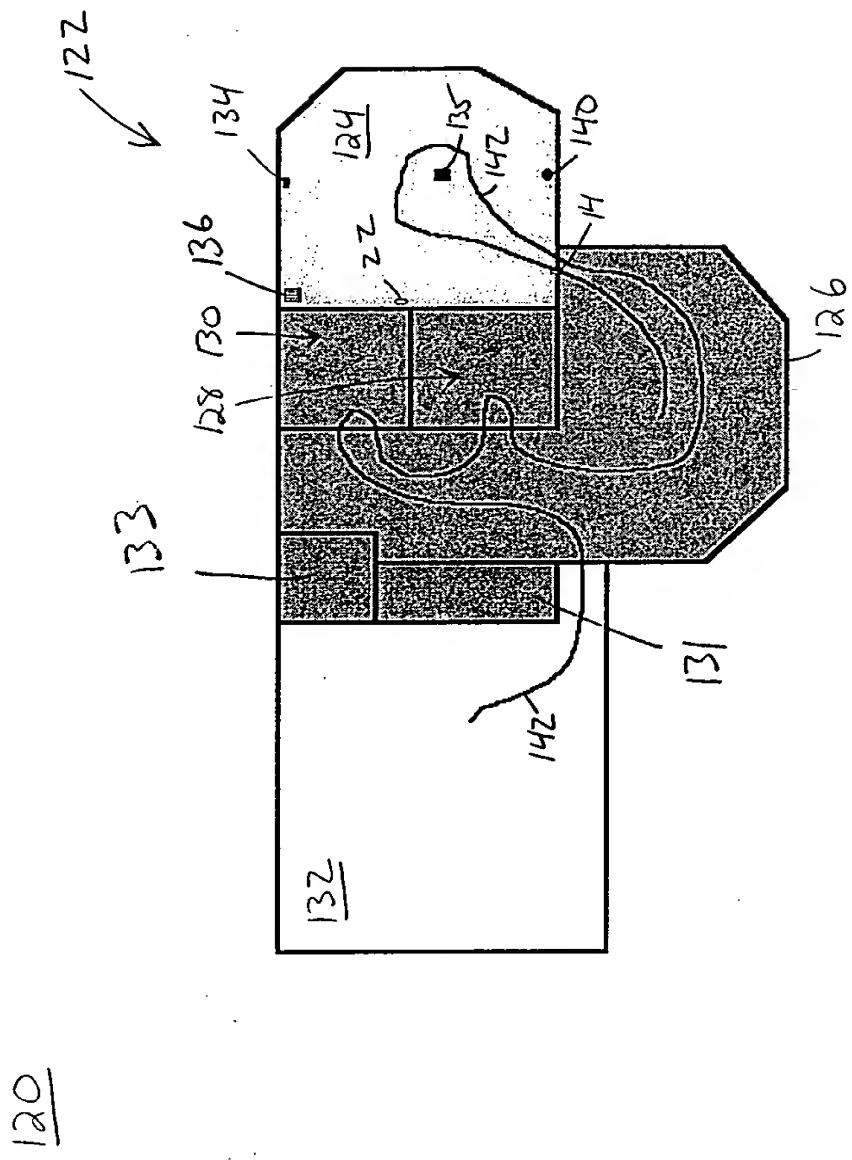


Figure 11 F

Figure 11 G



11/20/11

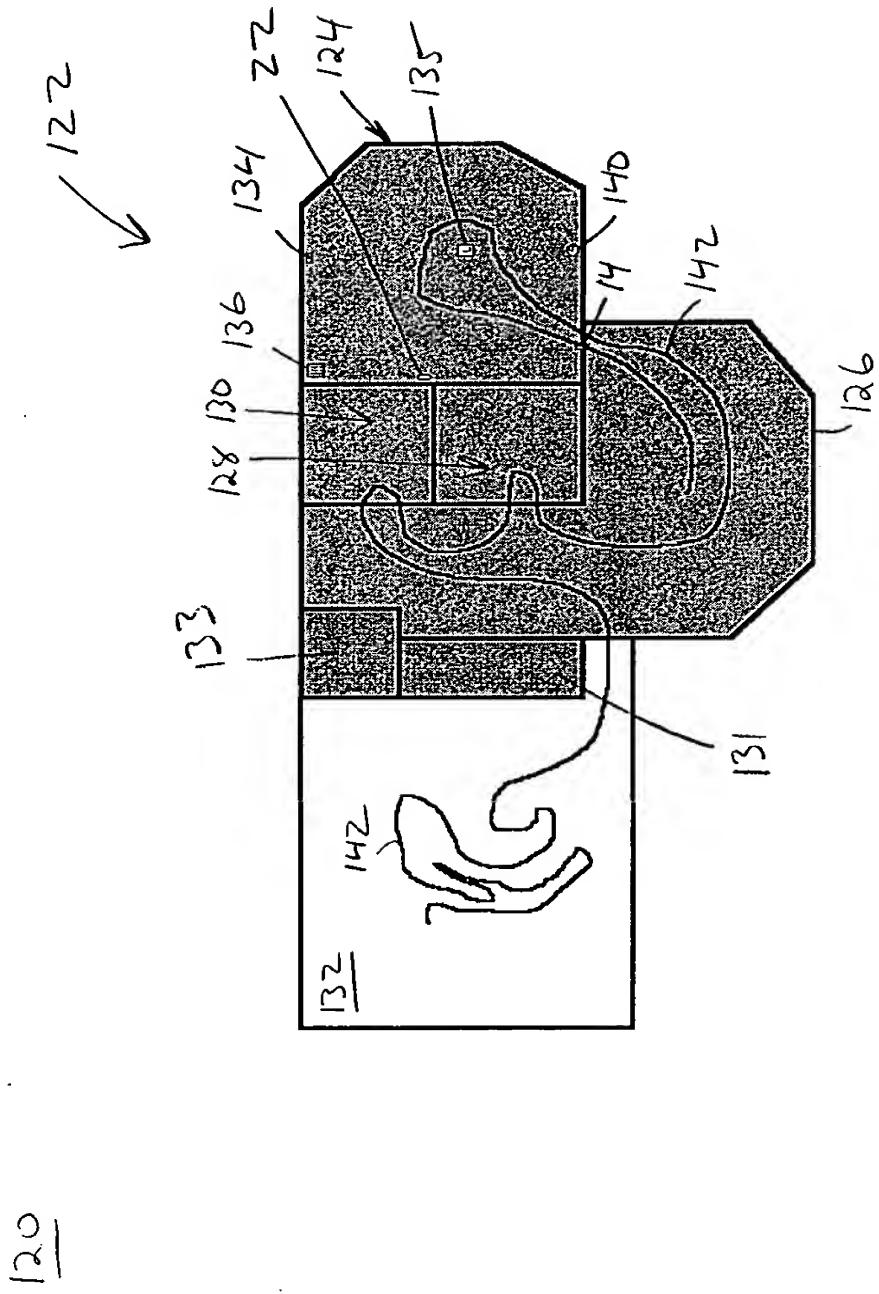
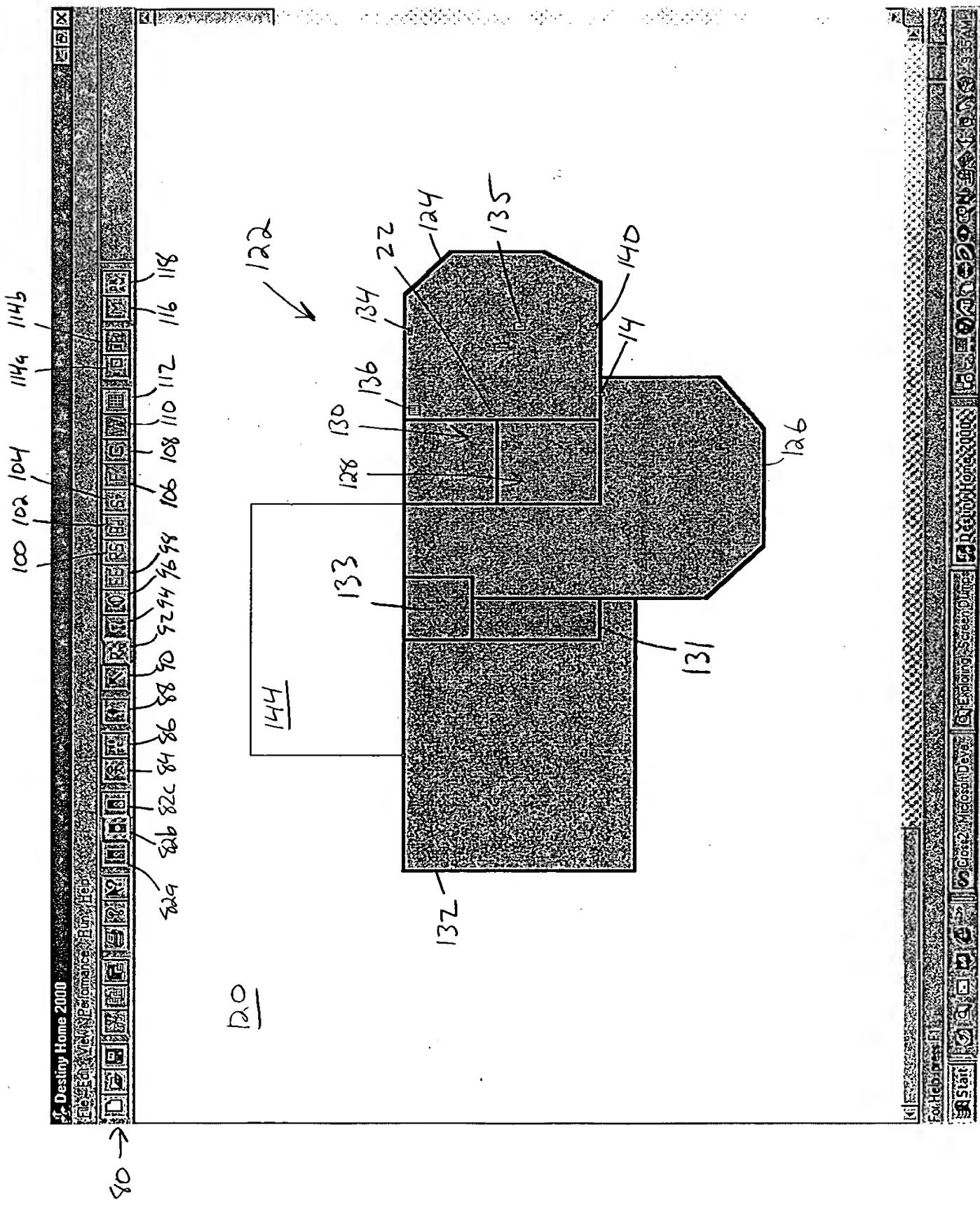


Figure 12A



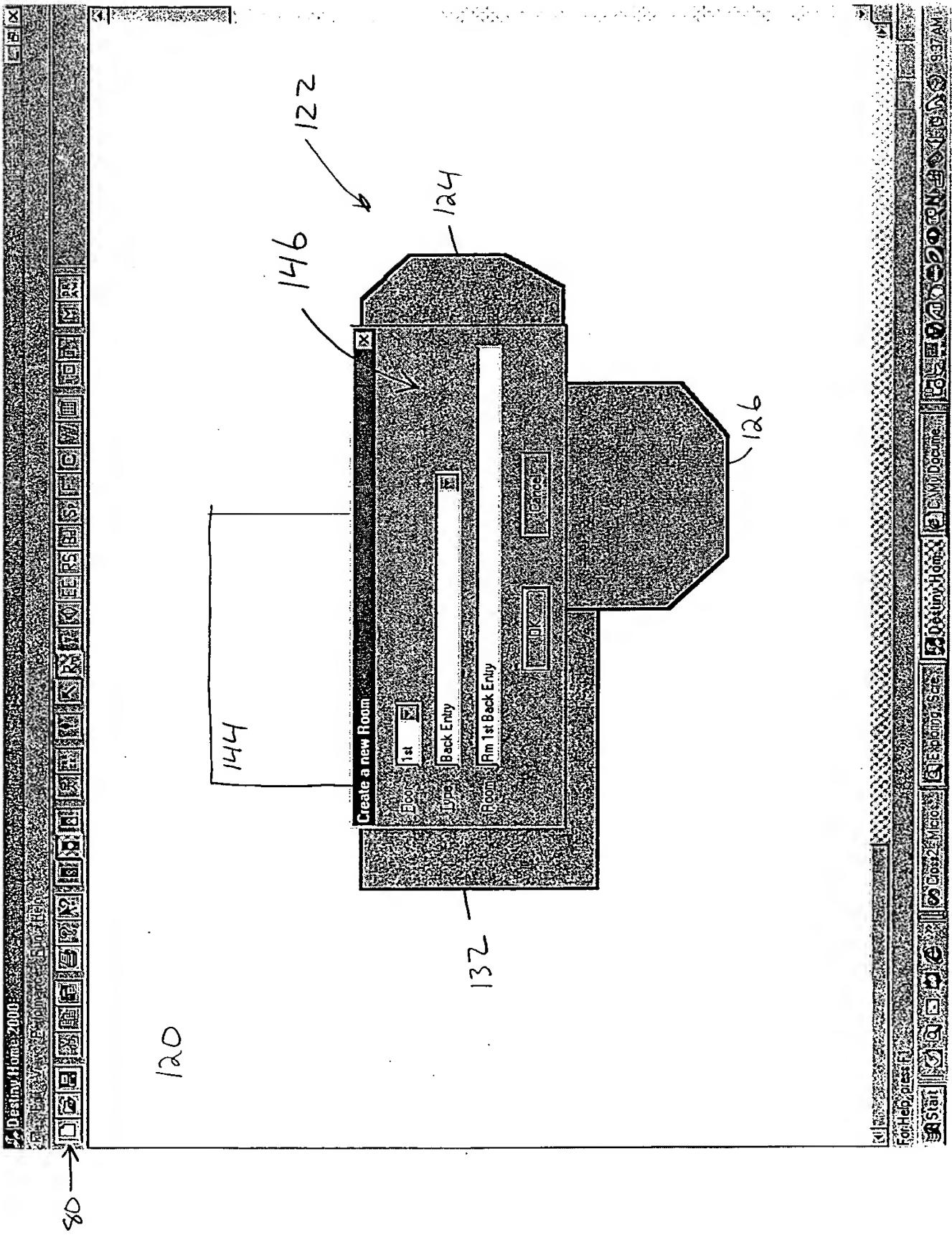
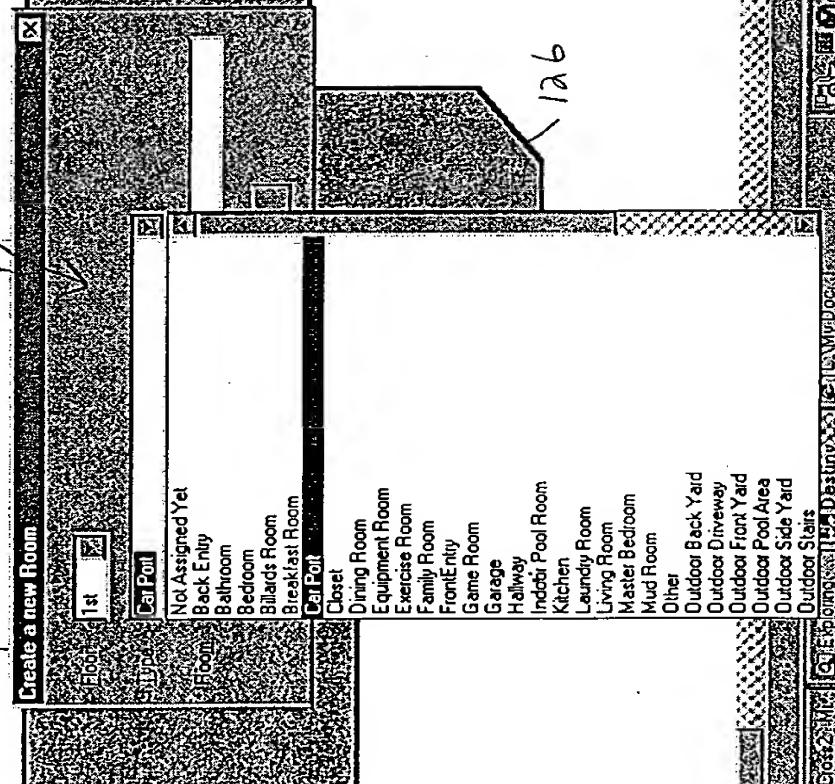
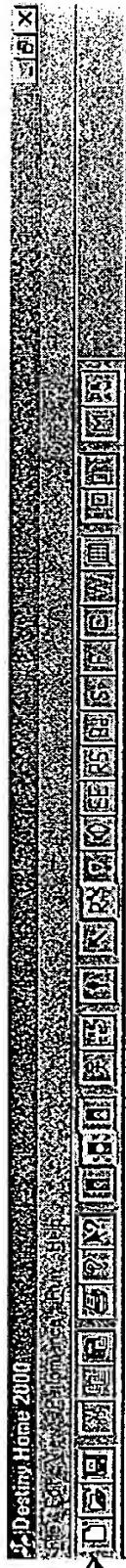


Figure 12B
Screenshot of the software interface showing the 'Create a new Room' dialog box.



Floor Plan
Destiny Home 2000
Version 12.5

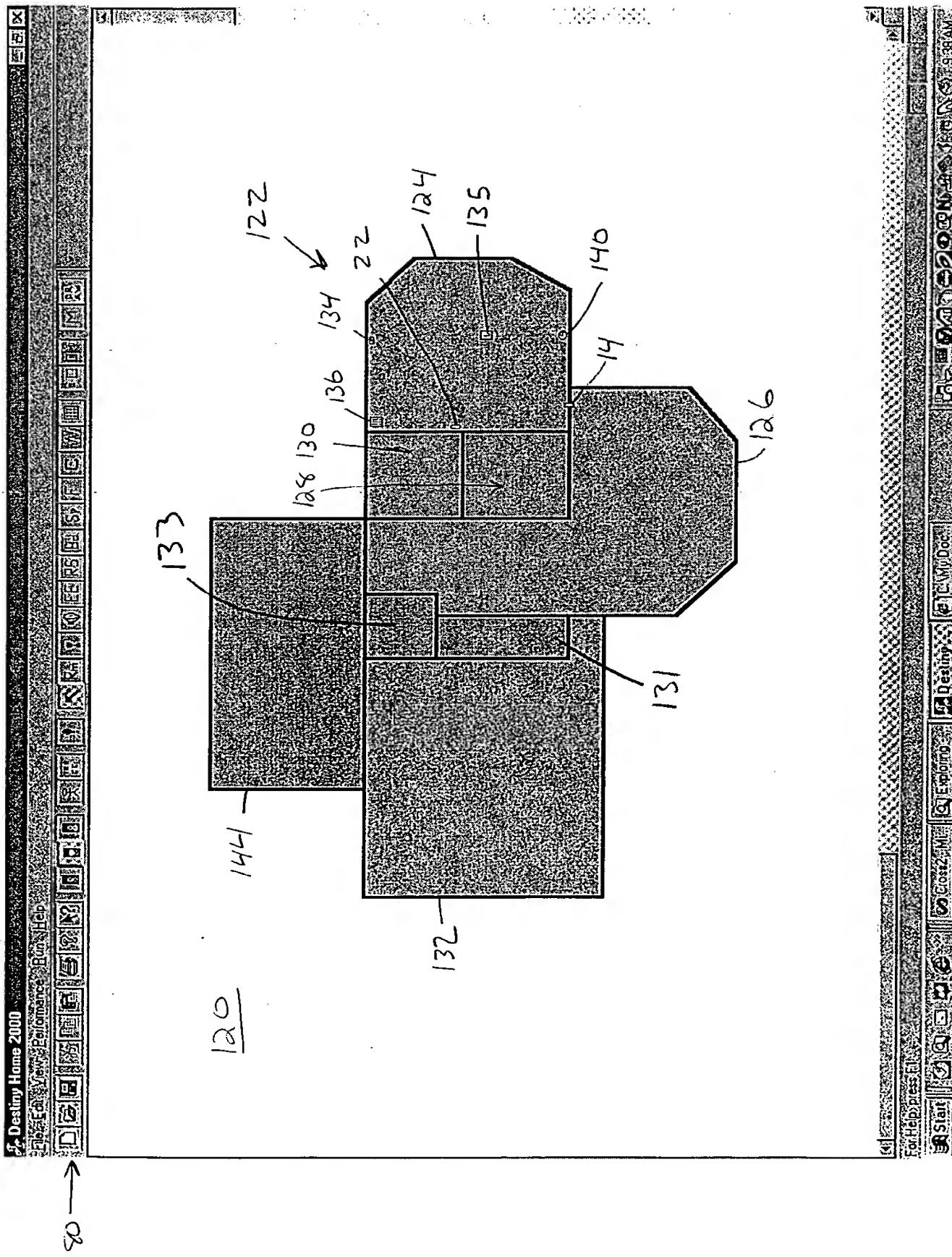
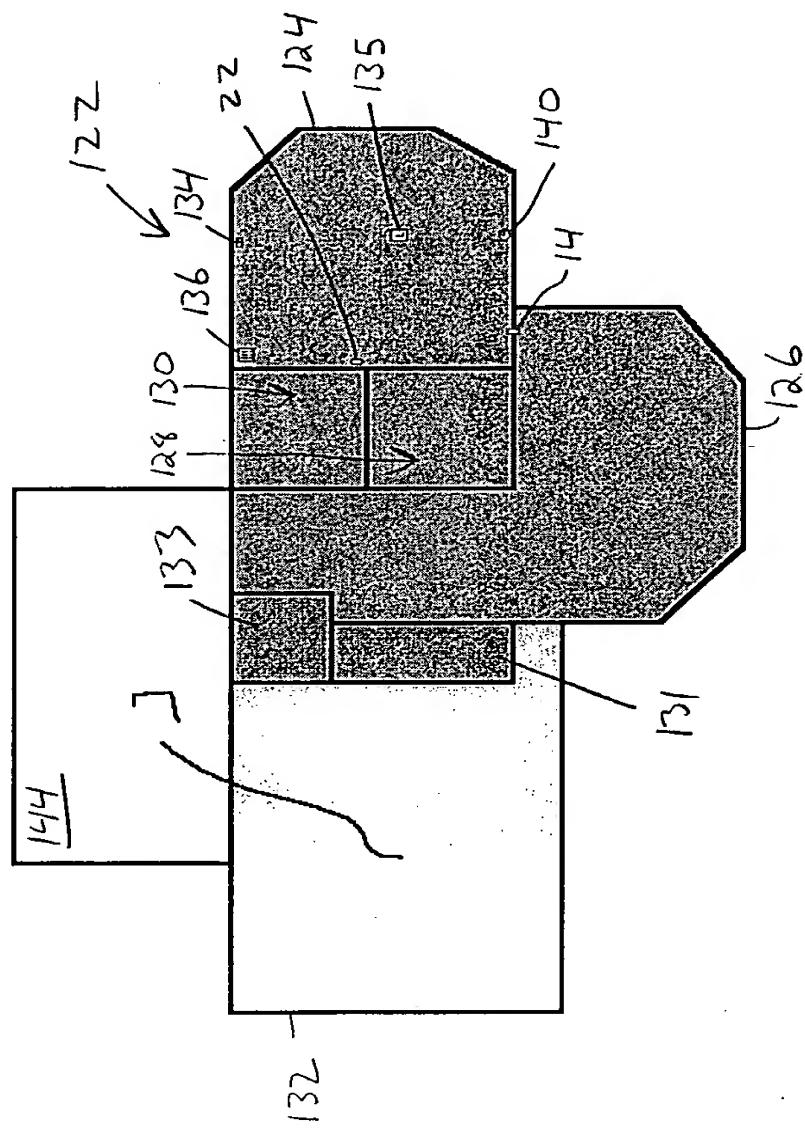


Figure 12D

Hand-drawn architectural floor plan of a building showing various rooms and exterior areas.

120

File	Edit	Insert	Format	Tools	View	Help
Untitled	Open	Save	Print	Exit	Zoom	9:30 AM

120
125

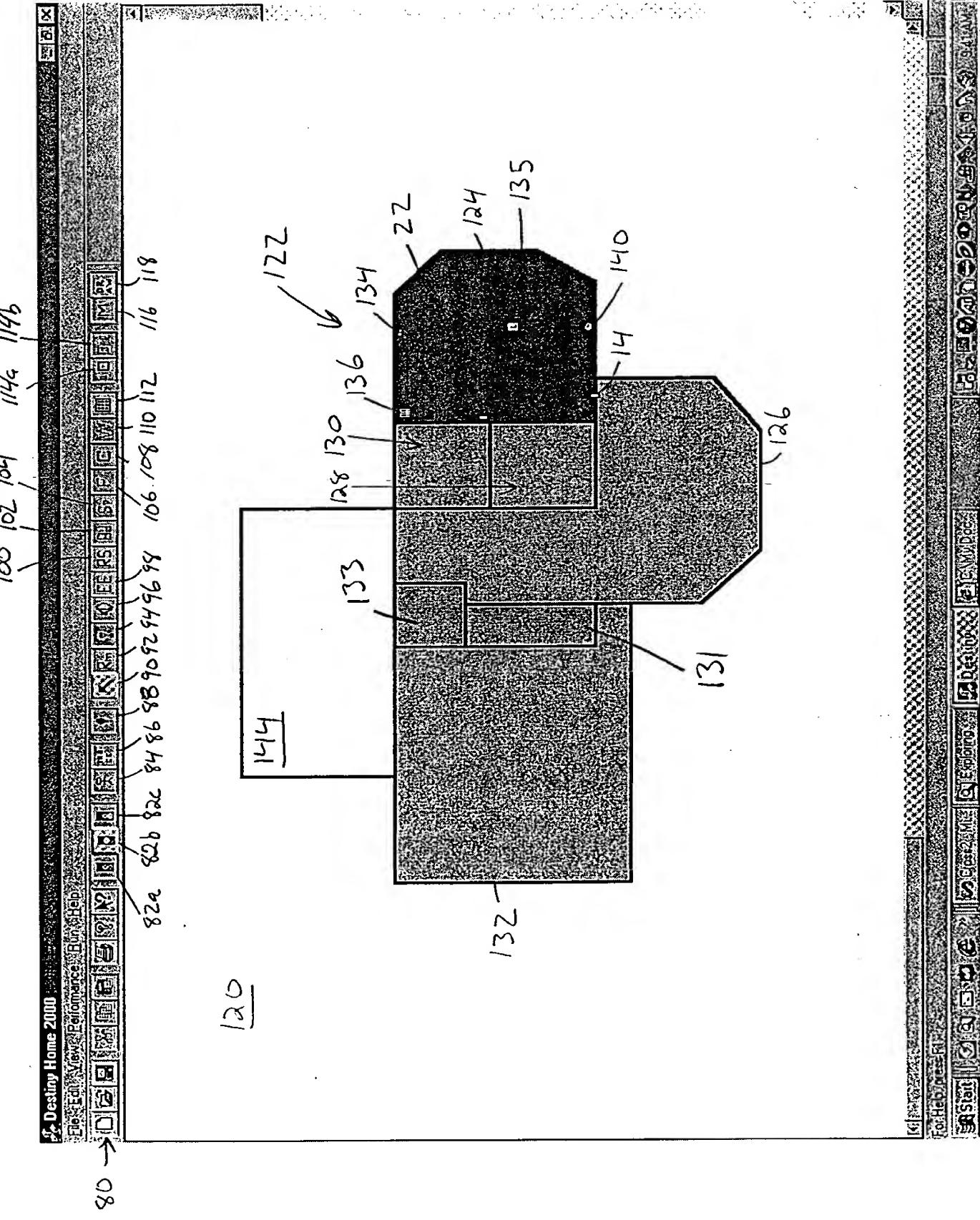


Figure 13A

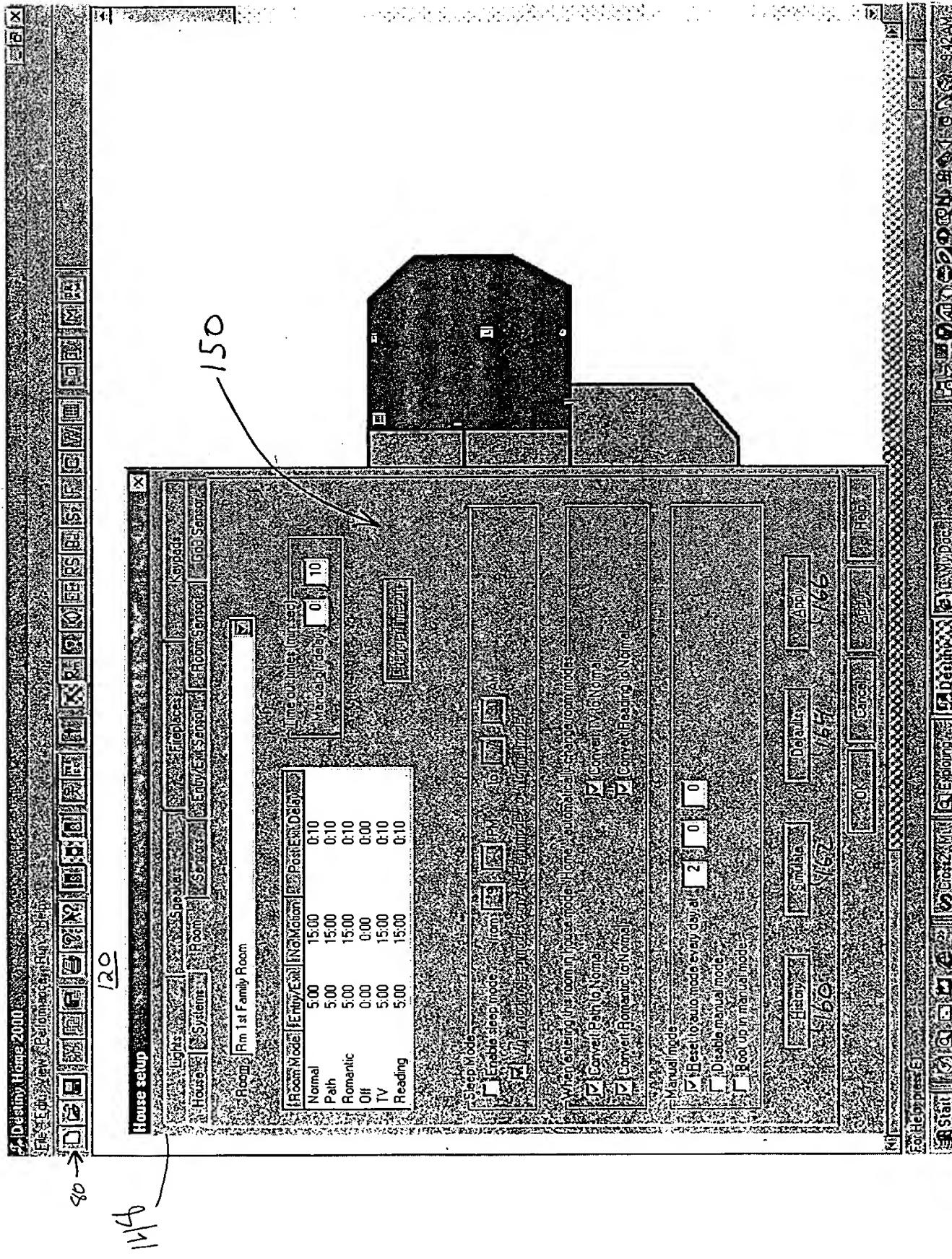
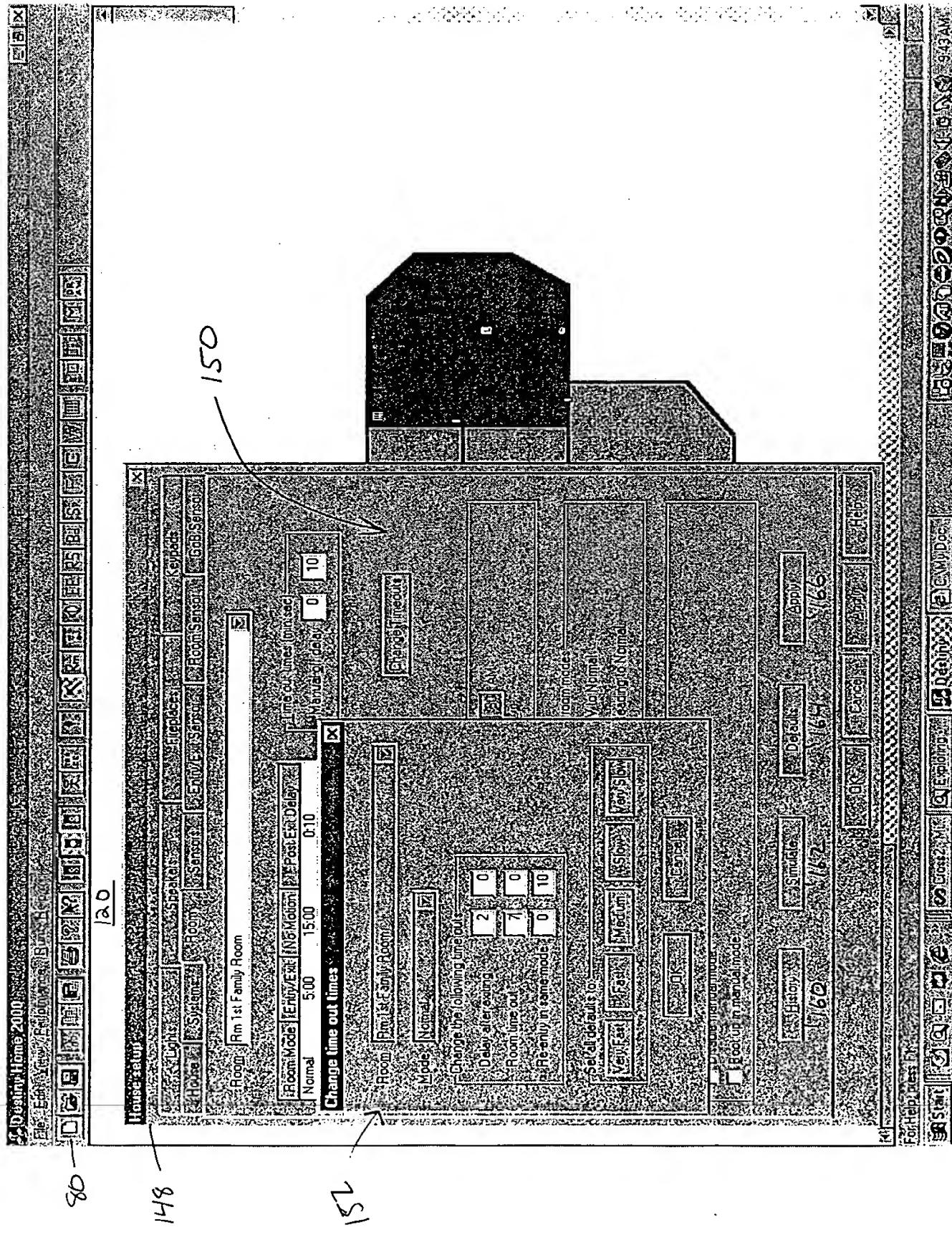


Figure 13B



251-21791

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House	System	Room	Services	Places	Objects	Room Sensor	RGB Sensor																				
		Rm 1st Family Room																									
<p><input checked="" type="checkbox"/> Room Mode [DebounceTime] [GroupNumber] [GroupTime]</p> <p>Requires multiple things in group to turn on in one room at the same time.</p> <table border="1"> <thead> <tr> <th>Reading</th> <th>0.02</th> <th>2</th> <th>0.15</th> </tr> </thead> <tbody> <tr> <td>TV</td> <td>0.02</td> <td>2</td> <td>0.15</td> </tr> <tr> <td>Romantic</td> <td>0.02</td> <td>2</td> <td>0.15</td> </tr> <tr> <td>Path</td> <td>0.02</td> <td>2</td> <td>0.15</td> </tr> <tr> <td>Normal</td> <td>0.02</td> <td>2</td> <td>0.15</td> </tr> </tbody> </table> <p>End delay time [5 sec]</p> <p>The room is not occupied</p> <p>Ignore in sensor</p> <p>Condition on previous mode</p> <p>Turn on or off the mode of the adjacent room</p> <p>Group adjacent room to occupy otherwise turn on (opposite)</p> <p>Adjacent room</p>								Reading	0.02	2	0.15	TV	0.02	2	0.15	Romantic	0.02	2	0.15	Path	0.02	2	0.15	Normal	0.02	2	0.15
Reading	0.02	2	0.15																								
TV	0.02	2	0.15																								
Romantic	0.02	2	0.15																								
Path	0.02	2	0.15																								
Normal	0.02	2	0.15																								
<p><input checked="" type="checkbox"/> Sensor ended</p> <p>Room</p> <p>Services</p> <p>Places</p> <p>Objects</p> <p>RGB Sensor</p> <p>RGB</p> <p>156</p>																											

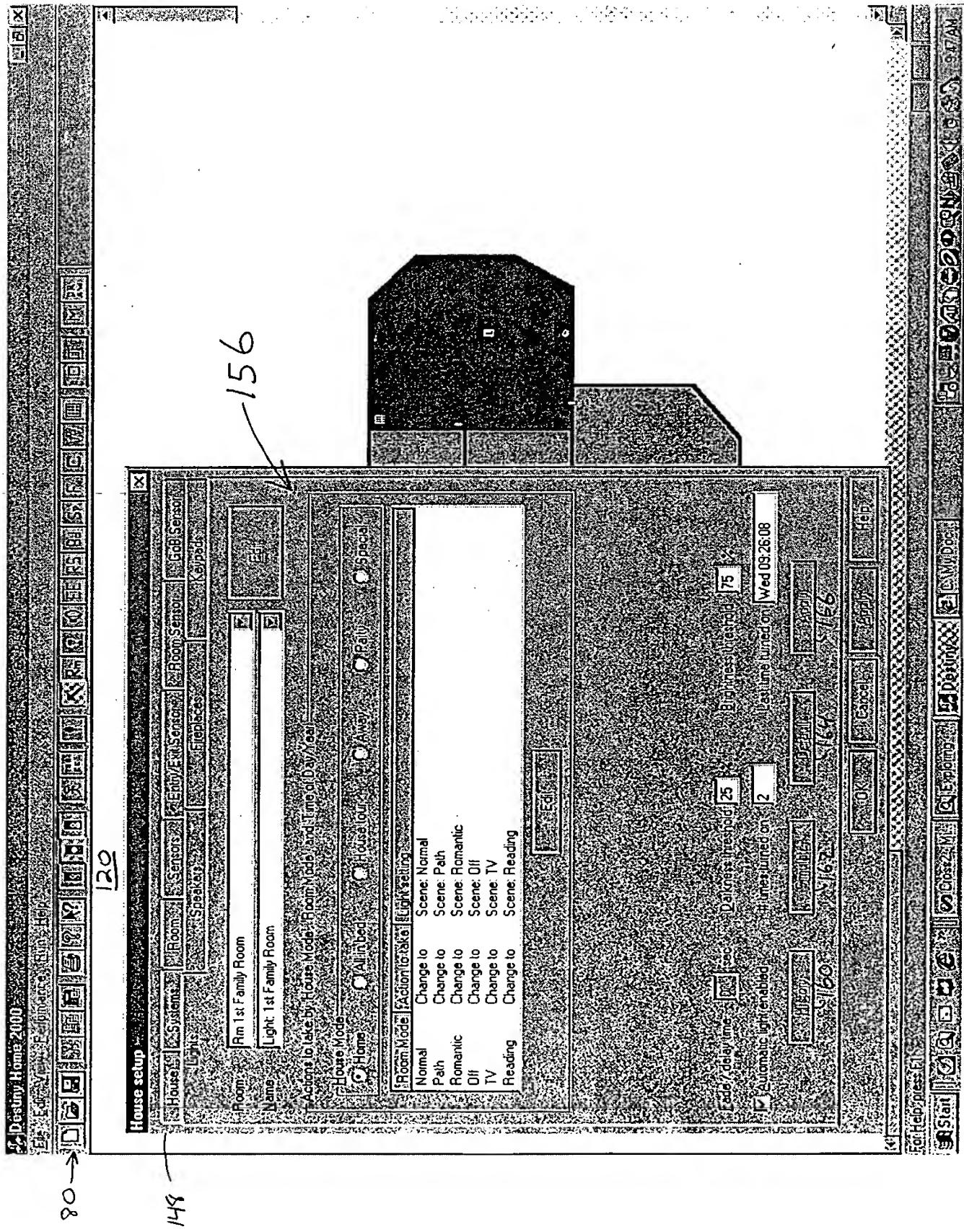


Figure 13 E

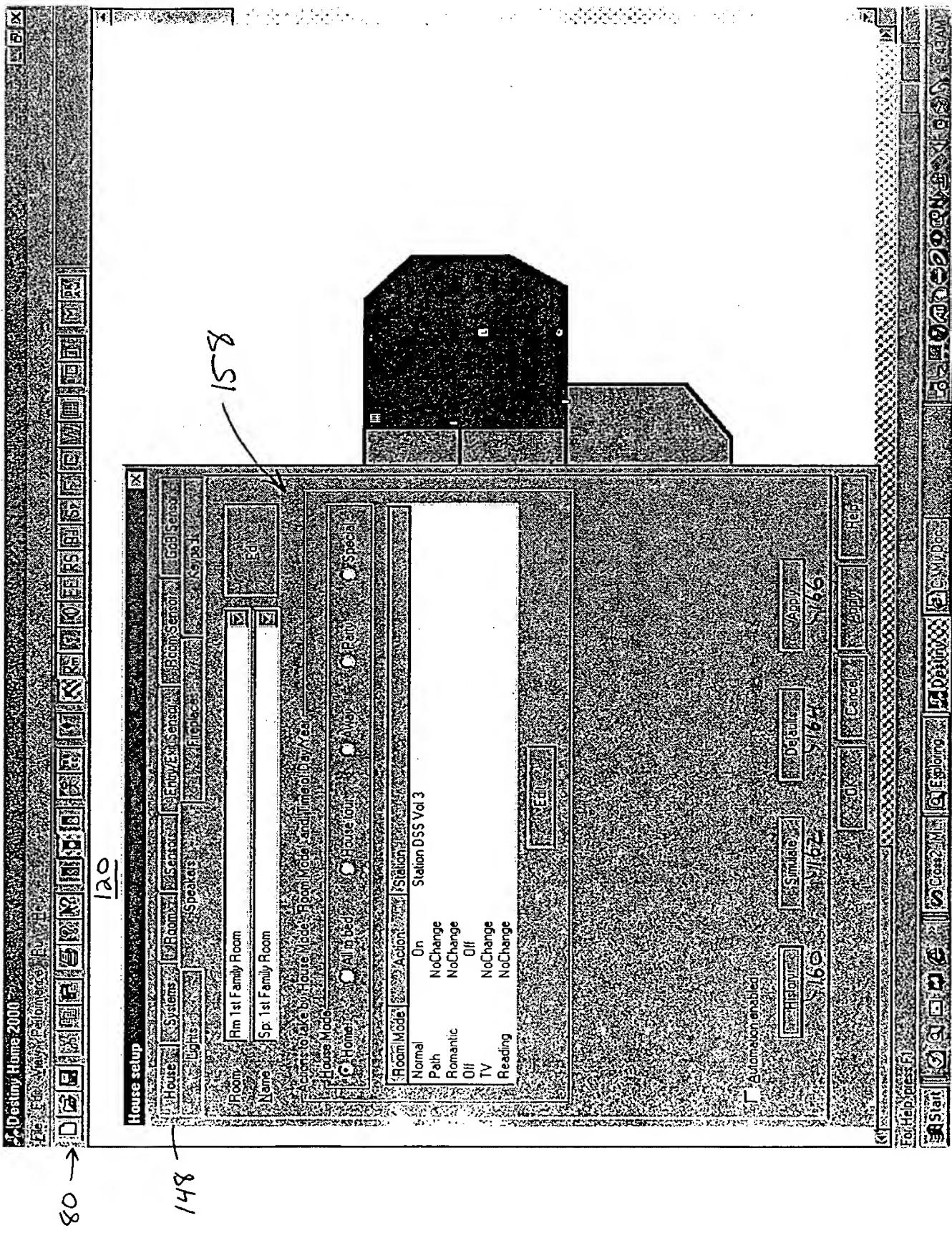


Figure B3F

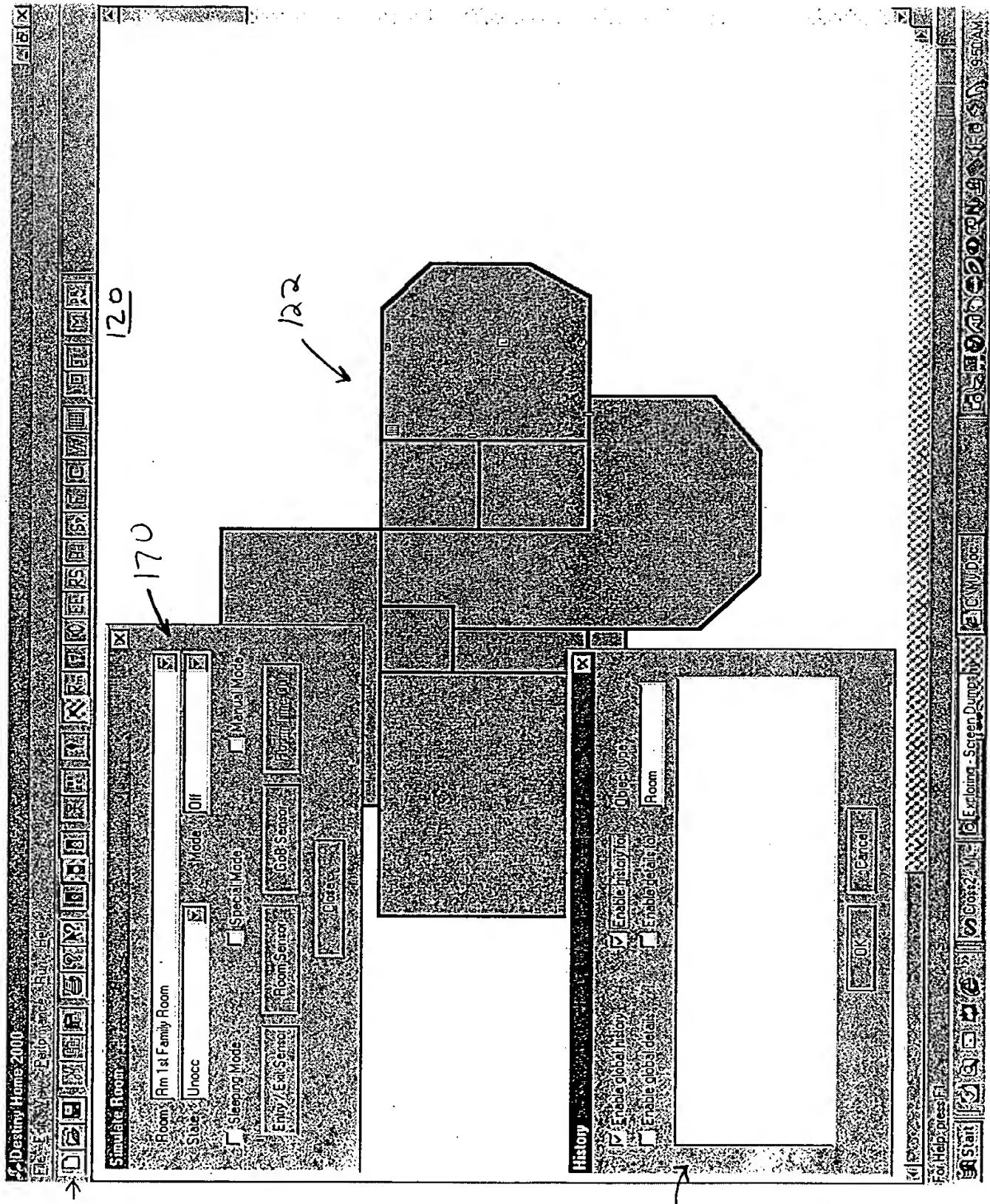
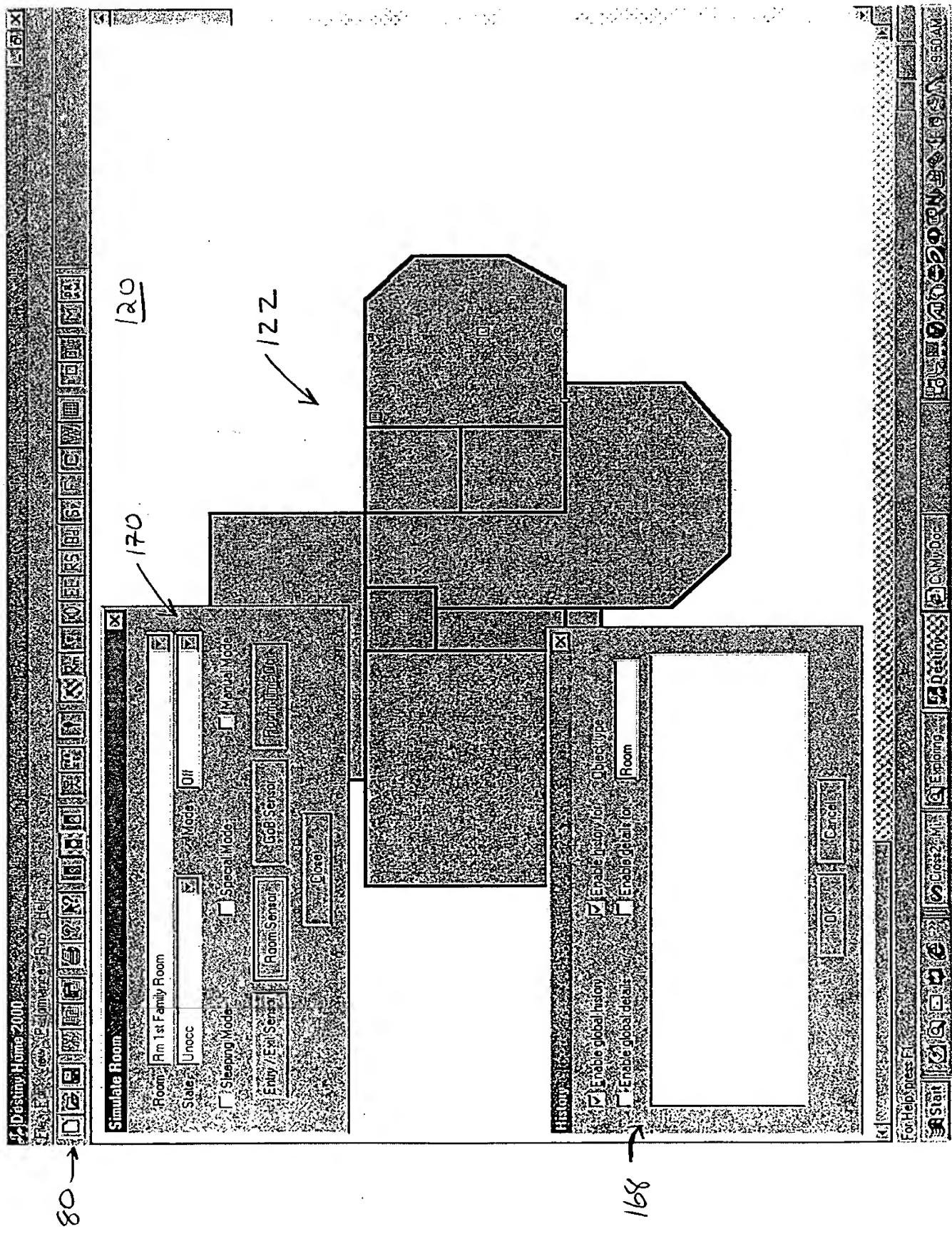
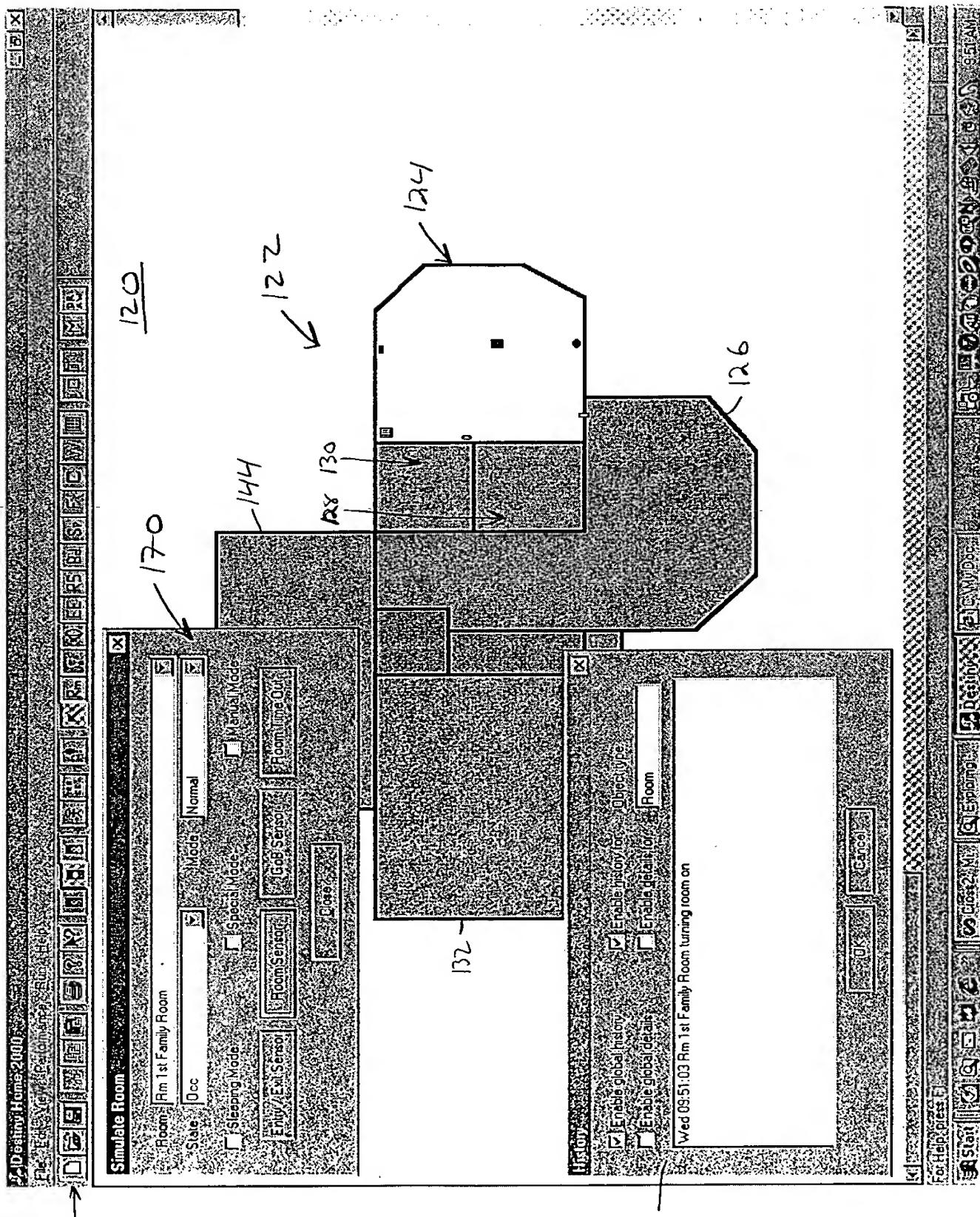


Figure 14A

Figure 14B





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Figure 14C
Screenshot of the DDC-Tran software showing the simulation of a room's status.

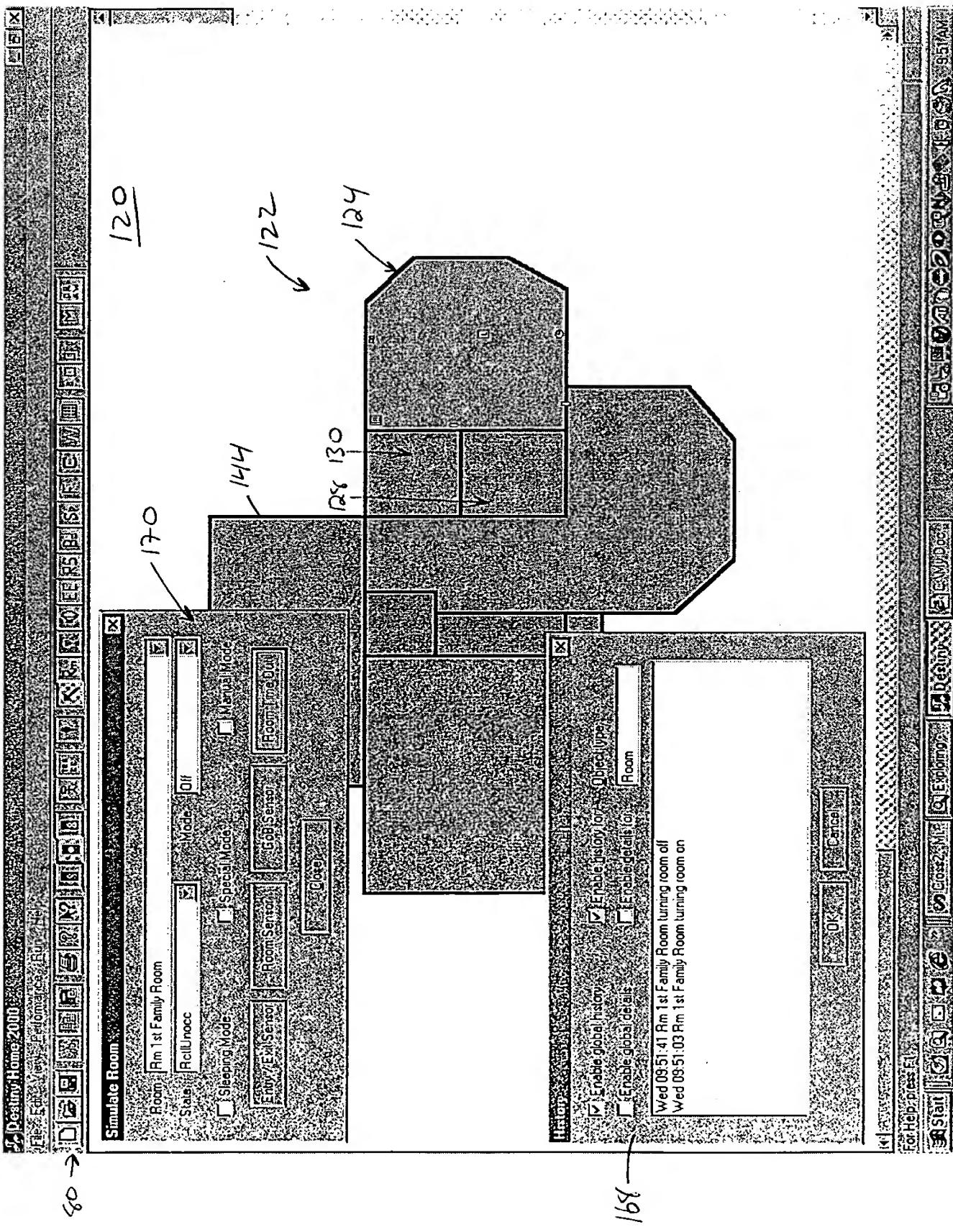


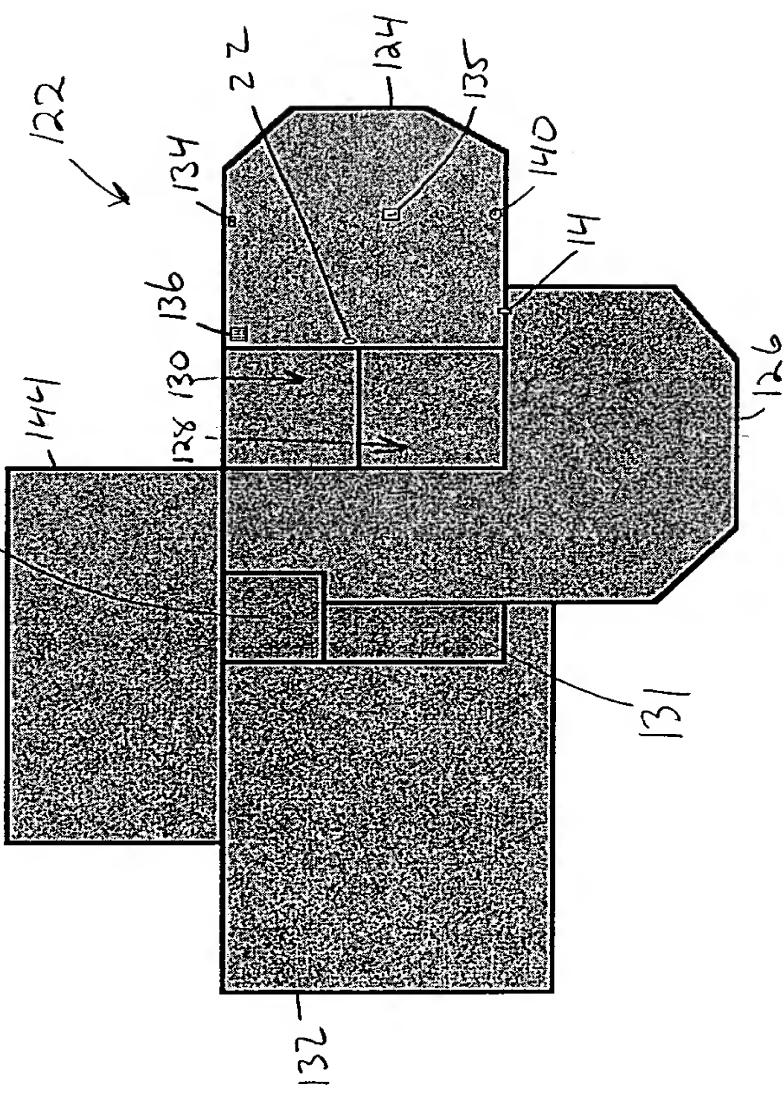
Figure 14D

100 102 104 114a 114b

82g 82b 82c 84 86 88 90 92 94 96 98 106 108 110 112 116 118

120

133

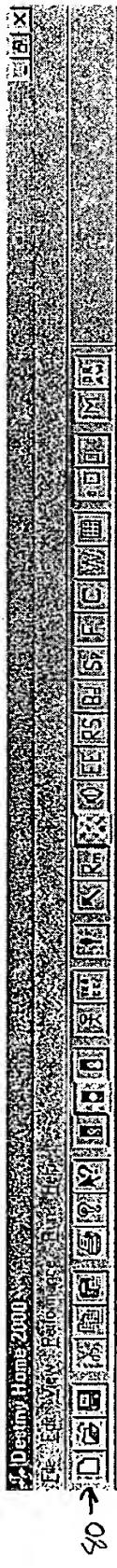


Destiny Home 2000

Reference Performance Plan

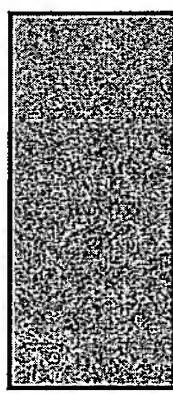
80 →

F. 9 vrc 15A

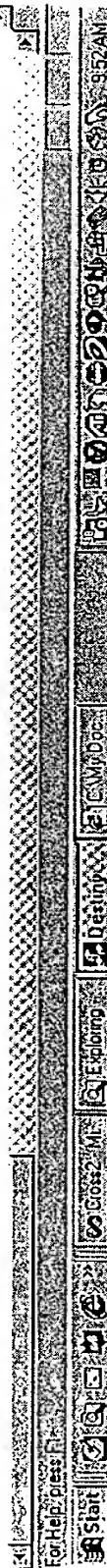
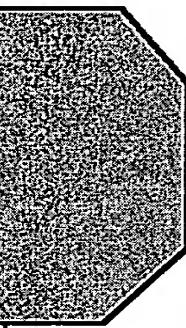
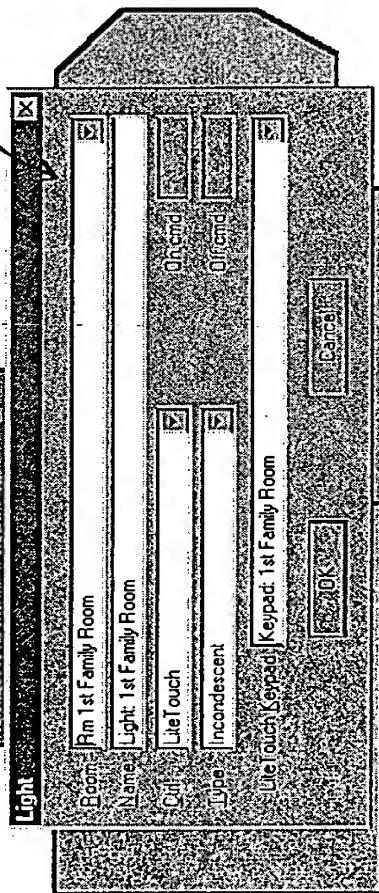


120 →

120



122



15B